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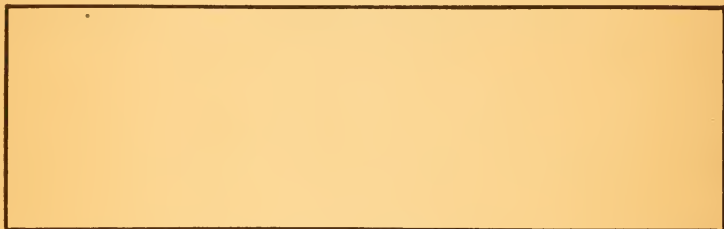
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JOHN A. HEYDLER,
President, Secretary and Treasurer of the National League of Professional
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HOW TO

ORGANIZE A LEAGUE
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AND

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BY J. E. WRAY
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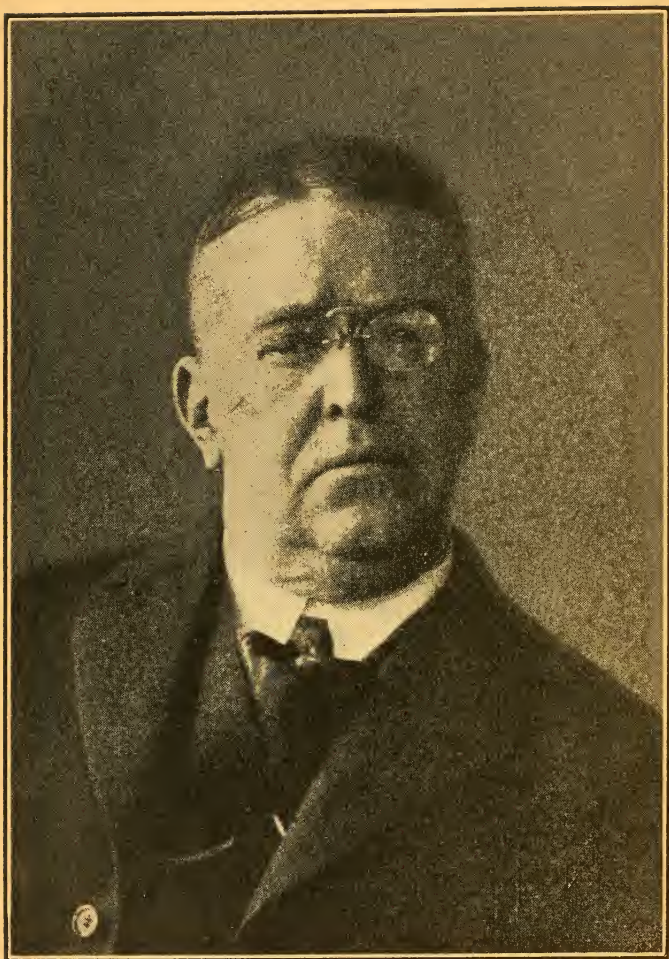
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BYRON BANCROFT JOHNSON,
President American League; Member National Commission.
Photo by International Film Service.

How to Organize a League

Organization in base ball, as in business, is the keynote of success. Independent teams still flourish in small towns and play seasons that are successful from the standpoints of interest, municipal advertisement and finance as well. But the great tendency in all communities of sufficient population is to form leagues and play for a local championship, after which honors in the wider field of intercity or interstate competition may be sought. This is especially true of non-professional teams, with which, for the moment, let us deal.

The groups from which such leagues are to be formed are immaterial. The requisite clubs may be supplied by business houses, schools, colleges, athletic clubs, Sunday Schools, or fraternal organizations. In assembling such leagues, care should be taken to group only harmonious elements. The following points should be borne in mind:

1. Teams having a kindred origin take keenest interest in a league contest. For example, form your leagues of all mercantile clubs, all athletic club teams, all school teams, where possible.
2. Only clubs averaging the same age as to the personnel of players or of a similar degree of experience can survive.
3. Avoid racial or religious rivalry in making up your leagues.

However, any community will easily sense when the teams selected are apt to prove congenial, and these points may be safely left to the promoters of the organization.

Sometimes leagues may be formed under one roof, as is the case within some of the larger business corporations in various large population centers. In this case the problems of the promoters are greatly reduced, as in almost every

instance the house welfare organization will appoint an executive, upon request, who will effect an organization of teams representing the various departments, and evolve a constitution and by-laws to govern the particular needs of the clubs involved.

The growing popularity of leagues of this character seems to warrant the publishing here of a set of by-laws governing a league which has successfully conducted a campaign for the past four years. This league, which developed in one of our large cities, has operated under a house welfare organization which was generous enough to supply uniforms for its men and an athletic field for its games. Following are the few rules it has found sufficient to govern its operation and limited business:

CONSTITUTION AND BY-LAWS OF THE BLANK ELECTRIC BASE BALL LEAGUE.

ARTICLE 1.

This league shall be known as the Blank Electric Municipal Base Ball League.

ARTICLE 2.

The salary of the umpires shall be \$. per single game and \$. per double game. Salary of official scorekeeper shall be. per game played.

RULE 1.

All games shall be played on Saturday afternoons as per schedule, single games commencing at 3:30 o'clock, double-headers at 1:30 o'clock. Umpire may grant an extension of fifteen minutes. If not ready to play then, offending team shall forfeit game. Team playing first game on Saturday must be off the field at 3:30 o'clock.

RULE 2.

No team shall play any person who is not employed by the Blank Electric Company, and who does not work in the departments assigned to that team. Employees to be eligible as members of the base ball team must have been in the employ

of the company at least one week, seven calendar days intervening between the date of employment and the first game in which they take part. A player who is transferred from a department after playing with that team shall remain with said team, unless written release is sent to the Secretary; provided, however, that a player may be transferred under Muny ruling to another team at any time with the consent of all managers.

RULE 3.

An Advisory Board, consisting of Mr. Jones, Mr. Brown and Mr. Smith is hereby created. All transfers must be approved by the Advisory Board before a player is actually transferred.

RULE 4.

All games will be played under the rules adopted by the Committee.

RULE 5.

Postponed games may be played at the convenience of the teams interested; provided, however, that the President of the league shall sanction same.

RULE 6.

The Spalding Official National League Ball must be used in all games.

RULE 7.

Copies of these rules shall be sent in duplicate to each team manager, who will sign one and return same to the Secretary.

RULE 8.

All complaints and protests against players or officials must be made in writing to the Secretary not more than three days after offense is said to have been committed.

RULE 9.

To be eligible to become a member of any team in this league each player must belong to Blank Athletic Association.

The city in which this league operates has inaugurated a municipal base ball league which helps focus the league's interest. In this way: the victors in the house league are eligible to compete in elimination matches with the winners of other municipal divisional league titles, the final winner

to be the city champion. A still further incentive is furnished by the fact that the city champion team is annually taken on trips to play the champions of other cities. Thus a keen zest is given to the entire season of this little six-club body, which originated under the roof of one business concern. Every player in it knows that he is working for a chance at the city title and a trip out of town.

Wherever it is possible, it is recommended that independent leagues group themselves with other leagues under a common organization for an elimination and community championship series. The wider the scope of a league's opportunity, the keener the interest of the players.

It will be noted in the foregoing by-laws that no reference is made to amateur and professional. This was because the city municipal organization under which the league operates, has defined the distinction—and a very broad and liberal definition it is.

Mercantile leagues are the easiest to organize, inasmuch as employers take a more or less keen interest in the sporting activities of their employes and are always willing to assist financially and in other ways in the organization of teams and leagues. It keeps the men healthy in mind and body—a condition which is reflected in their increased working efficiency.

Independent teams exist in almost every mercantile establishment, and the task of grouping them into a league is simple. Only a leader to start the movement is needed, after which the question of finance will be cared for by the mercantile establishments themselves, if necessary. However, all organizations should stand on their own financial bottoms wherever this is possible. Only a small individual contribution by each player will be found necessary.

This form of organization, however, will need a more detailed set of governing rules, since it is not under the keen eye of a welfare association, whose benevolent control straightens out kinks and arguments.

A sample constitution for such a league is appended. It may be made applicable to almost any form of organization from mercantile to independent teams:

INDEPENDENT AMATEUR BASE BALL LEAGUE
CONSTITUTION AND BY-LAWS.

ARTICLE I.

NAME.

This organization shall be known as the "Independent Amateur Base Ball League."

ARTICLE II.

OBJECT.

The object of this league shall be to promote the game by clubs composing the league, to encourage respectability and gentlemanly conduct among the players, and eradicate rowdyism on the base ball field.

ARTICLE III.

MEMBERSHIP.

SECTION 1. The membership of the league shall be composed of not more than eight clubs, and not less than six clubs.

SEC. 2. Each club shall be entitled to one representative at all meetings, who shall vote on all matters which shall come up at the meetings.

SEC. 3. Five representatives shall constitute a quorum, if an eight-club league; while four representatives shall be a quorum if composed of six clubs.

SEC. 4. No club shall be admitted into this league except uniformed clubs, and at least two-thirds of its players in any game must be fully uniformed.

ARTICLE IV.

OFFICERS.

SECTION 1. The officers of the league shall be composed of President, First Vice-President, Second Vice-President, Secretary and Treasurer, to be elected at the meeting held in February of each year, and to hold office until their successors are elected and qualified.

SEC. 2. The President shall preside at all meetings. He shall call special meetings at the request of three representatives.

SEC. 3. The Vice-Presidents shall act in the same capacity of the President during his absence.

SEC. 4. The Secretary shall keep a record of the minutes of all meetings, attend to all correspondence, appoint score-keepers, waterboys, attend to publicity of league, and perform such other duties as the Constitution and By-laws may provide. He shall receive a salary of fifty cents (50c) per game from each club.

SEC. 5. The Treasurer shall receive all moneys of the league and deposit same in such trust company or bank as the league may direct. He shall pay all bills contracted by the league, and shall render a report of all receipts and disbursements at each meeting.

SEC. 6. The Secretary and Treasurer shall not participate as a player with any team in this league.

ARTICLE V.

GAMES.

SECTION 1. A schedule of games to be played shall be adopted at the meeting in March, or as soon thereafter as is practicable, which shall be carried out except as provided for.

SEC. 2. All first period games in case of double-headers shall be started promptly at 1:30 o'clock, and shall continue until 3:30, or until at least seven (7) full innings have been played, provided weather permits.

SEC. 3. All second period games shall be started not later than ten minutes after first period teams have left the field, and shall continue until completed, unless called by the umpire on account of darkness, weather, or through objection of the Park Department.

SEC. 4. If rain or wet grounds interfere with starting of first period games, second period games shall automatically be called off on that grounds.

ARTICLE VI.

FUNDS.

SECTION 1. Each club shall deposit with the Treasurer the sum of twenty-five dollars (\$25.00), not later than February 15, as a guarantee of good faith. Of this amount, two dollars and fifty cents (\$2.50) shall be deducted for entry fee into Municipal Base Ball League, balance to be returned at end of season.

SEC. 2. Each club shall deposit with the Treasurer twenty-five dollars (\$25.00) April the first, and on June 15, twenty dollars (\$20.00). This is for expenses of the league, such as umpire, scorekeeper, Secretary, waterboy, etc.

ARTICLE VII.

SECTION 1. Any club leaving the field during the progress of a game shall be fined the sum of five dollars (\$5.00), and be subject to expulsion, should the league so direct.

SEC. 2. All protests of games shall be filed in writing with the Secretary not later than fifteen days after game is played.

SEC. 3. Games shall not be protested on account of a player having played for a consideration without the manager's knowledge, provided the manager makes out a sworn affidavit to that effect.

SEC. 4. Managers having protest information shall immediately present same to umpire before start of game.

SEC. 5. All postponed games that have any bearing on standing of league must be played when Arbitration Committee so directs.

ARTICLE VIII.

UMPIRES.

SECTION 1. Umpires shall be appointed by the President, and shall receive for their services the sum of one dollar and fifty cents (\$1.50) per game.

ARTICLE IX.

FORFEITURE.

SECTION 1. Any club failing to deposit the money as provided for in Article 6, Section 1, within the stipulated time, shall forfeit all rights to membership, and the clubs in good standing shall have power to fill such vacancies.

SEC. 2. Any club failing to obey the provisions of the rules and regulations shall be expelled from the league, and shall forfeit all moneys deposited with the league.

SEC. 3. Any club voluntarily dropping out of the league shall forfeit all moneys deposited with the league.

ARTICLE X.

MEETINGS.

SECTION 1. The regular meeting of the league shall be held on the first Tuesday of each month during the playing season.

ARTICLE XI.

ORDER OF BUSINESS.

The regular order of business at meetings shall be :

1. Roll call.
2. Reading of minutes of previous meeting.
3. Bills and communications.
4. Reports of committees.
5. Unfinished business.
6. New business.
7. Treasurer's report of receipts and disbursements.
8. Remarks for good of league.
9. Adjournment.

ARTICLE XII.

ARBITRATION.

SECTION 1. An Arbitration Committee shall be composed of one representative from each team, and in case of tie vote, the President shall cast the deciding vote.

ARTICLE XIII.

BALL.

SECTION 1. The Spalding Official National League Ball shall be the official ball.

ARTICLE XIV.

SECTION 1. This constitution and by-laws shall be in force immediately after their adoption, and shall be subject to a change at any regular meeting by two-thirds vote of those present.

SEC. 2. This organization shall be subject to the rules of the National Commission.

This constitution can be made to fit all conditions by a few alterations and will be found to cover practically all emergencies. Nevertheless, the success of any league is entirely up to the co-operation of team managers, captains and players, as well as the directors of the league.

One of the great evils pertaining to the class of leagues developed under the conditions outlined above is the tendency toward SECRET professionalization. Professionalism is all right in the open, where it is expected and acknowledged; but in organizations that are in the game merely

for the sport, secret professionalism is the speck that eventually destroys the peach. Men interested in clubs, perhaps employing some of the players, are the chief causes of this form of professionalism. Desiring to see the team they favor win, they secretly pay some of the more expert talent in violation of league rules, while the other clubs continue to play for glory. Again, say in mercantile leagues, the employer will reach out and hire a man of known exceptional base ball ability, paying him a secret bonus to play ball in addition to his salary for working. This is an obvious injustice to teams which are observing the rules. It also tends to cause unrest among the less favored players of other teams.

In one large city of the country this form of professionalism exists to the point where some base ball players are paid more to play two games a week, Saturday and Sunday, than they are for their entire week's daily labor. Yet the organization calls itself "amateur."

Professional teams have a big place in the base ball of the country. Openly conducted as professional and semi-professional, they are a great boon to the fans, who desire to watch a higher grade of base ball playing than can be found among the "Simon pures."

Organization of leagues like this becomes a complicated matter, one for a specialist. No novice should enter this field. Preferably it should be undertaken by a former professional base ball player or manager who knows his ground and difficulties involved.

In forming a semi-professional or professional league, the first two points to be considered are:

1. Population of the cities comprising the circuit.
2. Cheapness of transportation facilities.

Semi-professional leagues can seldom survive other than a trolley circuit, because of loss of time, hotel bills and railroad fare. Perhaps no better advice could be offered than that of Tim Murnane, an old ball player and himself

an organizer of leagues and for many years chief executive officer of a Class A organization. Murnane epitomized the necessities of professional league promotion in the following article, written before his death. He wrote:

"If I were to organize another minor league to-morrow I would first, after selecting the cities for an eight-club league, name the eight men to manage the clubs.

"These men would be old ball players with executive ability, and each would receive a certain percentage of stock in the club. I would have it arranged so that no club could remove its manager without the consent of the president of the league. This would give each manager confidence and contribute to continued earnest efforts, if his start happened to be discouraging.

"My first advice would be to insist upon perfect order on the field and clean uniforms. Nothing influences popular opinion more certainly than the spick and span appearance of a club on the field. Nothing suggests slovenly base ball play more certainly than a slovenly personal appearance.

"Gambling should be absolutely barred, and gambling among spectators as well as players punished or stopped.

"Games should be called promptly; there is little excuse for a nine-inning contest enduring longer than two hours.

"In general, I would recommend to the league promoters as worthy of consideration the following suggestions:

1. Keep your circuit as compact as possible, while taking in the best base ball cities available.
2. Have officers and a head who know the game and will insist on every one living up to the rules and regulations, and who will force managers and players to respect the umpires as representing the league.
3. Select the class to which your population entitles you, and make every effort to stick within the salary limit.

4. A fair sprinkling of experienced players with raw recruits will make the best combination. The young players should start at a modest salary, as for them it is everything to get a chance in organized ball where those looking for talent will soon find the boys entitled to the substantial salaries.
5. Live up to the rules, and force the press and public of your cities to realize that the league is a substantial institution, bound to improve the weak spots, and respect the rights of the individual members.
6. Pay all bills promptly, including advertising, and work in every way to gain the respect of the local public, which will find a well-handled base ball team one of the best methods of advertising a city.
7. Insist on discipline among the players, for one bad peach will spoil a basket. Therefore, be on the alert to keep the players on their good behavior, as this counts more in the minor leagues and local teams than in the larger cities in the major leagues; but in all parts of the country it is the salvation of the game.
8. Selfish players come from all sides, and, like the restless ones, must be guarded against. The pick of the players go to the big leagues, and a manager of a club should make it plain to his players that any of them worthy of advancement will receive his hearty co-operation.

"For all minor leagues a salary limit is essential, and the observance of this limit is one of the vital features in the success of a league. It is just as important as the enforcement of the umpire's decision and the insistence on the payments of fines for dereliction in either play or deportment.

"Each league must have officers at the head who are able to force proprietors, managers and players to live up to the laws in every particular. In other words, men who consider the interests of the league above all else, and who, while holding office, hew to the line, with fair play for a watchword, and the closest regard for the good of the sport.

"These officials must eliminate all personal interests, and the very man who will fight hardest to gain a point or a concession from the league will be the warmest admirer of the officials when he realizes that they enforce the laws of the league to the letter, and spell duty all the time with a capital D.

"Therefore, when promoting a base ball league, the most important work on hand is the selection of an executive head who is well posted on base ball from all angles, political as well as from the standpoint of the magnates and players. A man who can mix up with the lovers of the sport and still have the adaptability to his executive position and the ability to lead at all times.

"A poor executive can keep his league in hot water all the time, while an official with good judgment and backbone will make the same league bloom like June roses. Men who have given up the idea of any connection with major leagues make the best controlling heads for the smaller organizations, for the reason that they are willing to bring out young players, and are not taken up with the championship idea at the expense of the salary limit.

"The day never will come when minor leagues can live while ignoring the salary limits, for it means paying out more money than comes in at the gate; and the millionaire, even, is not living who will stand being the loser for more than two years at most.

"The safest man to control a minor league club below Class A is a retired ball player who wins out when his club does well financially. He will keep closer to the salary limit than the proprietor."

How to Manage a Team

(The following article, in substance, was contributed by the manager of a major league base ball club, a man whose judgment of ball players has given to the world at least three of its most brilliant players. For personal reasons, he does not wish his name mentioned.)

A FEW "DON'TS" FOR NEW MANAGERS

Don't "bawl out" a player on the field—or any other place.

Don't forget to explain to each and every player the technical nature of a mistake he has made.

Don't forget to be considerate in the way you do it.

Don't lose your temper.

Don't ever fine a player for making a misplay either of hand or judgment, if he's trying.

Don't talk contract business with players, unless you have to.

Don't teach your players to "bait" the umpire.

Don't reproach a player for impulsive, honest protest against what he believes to be injustice.

Don't hamper your men with too many rules of personal conduct—they breed sneaks.

Don't forget that a vast majority of men respond to persuasion more readily than to force.

Don't displace a player because he has two or three bad days.

Prescribing a set formula or plan for managing a base ball club is fully as easy as "squaring the circle" or inventing perpetual motion. In other words, it is theoretically possible, but practically, impossible.

When I speak of managing a base ball club I, of course, refer to a major league base ball club, since all other teams

are handled on modifications of major league ideals or principles. I have had experience as a player, as scout and as manager of both college and major league teams, and feel that when I say THERE IS NO SET RULE FOR HANDLING ANY TEAM, that I am qualified to speak authoritatively on the subject.

In the first place, so many things enter the realm of club management, matters that concern the human equation quite as much as, or perhaps more than, the technical side, that nothing short of a perfect knowledge of temperamental and playing qualities of the entire squad would entitle anybody to lay down even one rule for the conduct of a club. Nevertheless, there are certain broad principles which every manager must keep in mind before he can begin putting his house in order and directing the play and tactics of his men intelligently.

When a manager is assigned to a club and, to some degree, a strange set of players, he ought to have in mind several steps which he expects to take up progressively in turn, to wit:

1. Thoroughly acquainting himself with the personnel of his players, their past performances, both technically and temperamentally, and the keynote to their dispositions, if one exists.
2. Establishing a thorough understanding with each individual and making a strong endeavor to command their liking as well as respect and confidence.
3. The establishment of reasonable conduct rules.
4. The selection from the members of the squad of the most alert individuals, to whom may be delegated the important responsibility of assistants to the manager; in other words, coaches and a field captain.
5. The development of a smooth-working machine in the field.

It will be noted from the order in which the foregoing subjects are mentioned that the first steps to be taken are those which relate to gaining the confidence of the team and their earnest support. And right here it may be well to state that no machine will run long unless such an entente cordiale between players and manager exists. It is the *sine qua non*, the absolute essence of success, that a manager be able to get the whole-souled co-operation of his men. Without it, individual efficiency is lowered and the cohesion of the entire team threatened. One disaffected man may prove a canker to the entire team.

My experience has shown me that, at the outset of his career, a manager's first objective should be the development of a team spirit.

With this thought in mind, the manager takes his list of available material and studies its nature with respect to the temperament of his players. In any squad of men it is certain there will be all sorts of dispositions, and right here is where the manager has to make of himself a greater diplomat than our representative to the court of St. James. For some men must be cajoled, some praised, some punished. The last should be resorted to only when patient effort has exhausted every means to win that player's interest and render him tractable.

The fact that the teams of to-day are composed to a large degree of men of high caliber and considerable education makes the task of handling them less difficult than in former days. In fact, a majority of players on any club are for the manager from the beginning; and it is only through some faux pas or lapse of diplomacy that the leader ever lets the men get out of hand.

One of the most frequent causes of bitterness lies in the system which exists widely to-day of permitting the manager to arrange financial contracts with the players. Hagglng over salary frequently leads to breaches beyond healing, and in no infrequent number of cases forces the man-

ager, in the end, to trade a great player for a less able one. Wherever it is possible, contract agreements should be reached by the club president and not the manager. Ill-feeling is then directed away from the manager, who is relieved of the embarrassment of taking a large sum off a player's pay envelope and thereby incurring his dislike. Players will not sulk with a manager who does not hire them, because they esteem him one of themselves—just a hired man on a salary. Where a manager DOES hire his players, he will have to work out his own salvation through knowledge of the individual involved; for individual cases require different treatment.

Presuming that he has signed up all the desirable talent that he figures he may have need of—in the case of a major league club this ought not to be over twenty-five men in early spring—and has become personally acquainted with the idiosyncrasies, hobbies and dispositions of the various players, the manager must resort to the training season test of his men—all too short a test, if the men are entirely new to him. To a certain extent he is compelled to accept the dictum of the other officers of the club regarding the qualities of veterans and to focus his efforts on the analysis of his newer playing material.

It is considered wise for any manager, building toward the future, to keep in hand a certain number of upcoming young men of promise, both for relief duty and for further seasoning. Under existing conditions it is hardly possible to maintain more than four extra young players, for the demands of regular play will require that each team have the following subdivision of regular talent:

Pitchers—At least six.

Catchers—At least three.

Infielders—Five; six preferably.

Outfielders—Four regulars.

This is a grand total of eighteen, leaving room on the bench for only three reserve "prospects." The necessities of pitching will require that at least two of these be pitchers, one right and one left-hander; a third should be an infield utility substitute, while the other ought to be a man of pinch-hitting strength with an outfield leaning. When June rolls around, some such line-up of talent will have been effected in conformity with the league's player-limitations.

Having weeded out his superfluous talent in training camp days, insofar as is possible, the manager then is up against the task of sounding his team to find out its bed-rock qualities and the special abilities which his players may be relied upon to show under pressure. The knowledge of individual ability to perform to top efficiency under stress is of the greatest importance to managers. The weaklings must be tabbed and every strain possible lifted from them. The Creator has provided that mankind, like animals, is produced in species, and the varying fundamentals of their natures can not be changed or standardized even by the utmost arts of a manager. You can not train a rabbit to walk up and bite a bulldog, nor can you cajole fighting spirit into a timorous nature. But, to a certain extent, a player can be educated into confidence in himself so that ordinary discouragements cease to affect his playing. This sort of player is a dangerous vessel, liable to break at any time under unexpected pressure; and the manager who knows his failing may frequently forestall disaster by withdrawing him from the fire at a critical time.

Right here it may be timely to say that the tendency of latter-day managers to pull players out of the game on the slightest sign of faltering seems to have been carried too far in some instances. Furthermore, the withdrawing of a player to make way for a hitter who swings from the opposite side of the plate, just to meet a shift of enemy pitchers, may also be carried to extremes. Some judges of base ball

hold that frequent withdrawals of pitchers and batters to make way for pinch performers weakens the morale of the player withdrawn and tends to make him lose his stubbornness, resisting power and self-reliance. But that does not necessarily follow.

Having become acquainted with the disposition and playing abilities of his men, the manager proceeds to assemble the team, arranging it with due regard to balance in batting, pitching, fielding and base running. Of course, where it is possible, at least two-thirds of the regulars will be seasoned and tested material, and the placing of these men will be a matter of course. The pitching department will receive the manager's first attention. It is the usual goal of every manager to have four pitchers of A1 merit, to work in rotation. Reinforcing these, most major league teams have from three to seven extra players, some in the tryout stage, but generally three who are sufficiently advanced to act as stop-gaps in emergency.

The manager will be likely to give his most earnest attention to his battery department, for right here is where base ball teams are made or ruined. A manager MAY make a base ball club. By getting top efficiency out of every man, he may extract twenty-five per cent MORE from a mediocre team—enough to give it a margin over his rivals.

But let this be understood: A strong pitching staff has won more pennants than strong managers have. For, after all, the most frequent winners are not necessarily the managers who are the best diplomats, the best tacticians or the greatest students of base ball; they are the leaders who through good fortune or good judgment have assembled surpassing pitchers.

It is well known that a great pitcher, now dead, once declared pitching was "eighty per cent of the game." That may be high; but it represents the broad fact that no team can get world's championship honors that does not first get world's championship pitching. Look it up and see.

One of the greatest teams in the world, efficient in all departments and owning the master player of all time, Ty Cobb, failed to win a world's championship in three trials, simply because the enemy pitching outclassed its own. Had Detroit had four pitchers to rank with Mordecai Brown, it would likely have swamped the Cubs in the memorable days of Frank Chance, the "peerless leader." Chance did not have those wonderful pitchers with him, when he went to the New York Americans, later, and consequently his success in the metropolis was very limited.

Managers, therefore, should strive to get together the greatest pitching staff possible — an average team, well handled, will do the rest. In the absence of topnotch hurlers, much may be done to present a fighting front to stronger pitching opposition. With his mound staff of ordinary quality, the manager, balked of reinforcing this department of defense, turns his attention to the opposite feature of play — strengthening his attack. He gets together his strongest batting array and adds a heavy hitter, if possible, to make up for the lack of topnotch pitching. Batting can never quite be brought up to a point where it can offset good pitching, because there will be breaks in the sequence of good hitting that will prevent runs. But most managers contrive to have one good lead-off man, whose duty it is to get to first. The first three men should all be fast, good bunters, base-stealers and daring men on the paths. They are the men who have the best chance to score early in the game, when a run weakens the morale of the foe and encourages your own pitcher. A lead makes vast difference in the fighting spirit of some teams. Hence the lead-off man **MUST** be a man who gets on frequently, either by drawing a base on balls, beating out infield hits or by clean singles.

The stereotyped and logical play is, of course, to sacrifice the runner with a bunt, and the second man, therefore, **MUST** be an absolutely reliable bunter. No team, by the

way, should ever neglect constant practice at this important batting function, for there is never telling when the batsmen will be called upon to "squeeze" in a runner with the winning or tying tally.

The manager will have to seek, for his third, fourth and fifth hitters, his cleanest and hardest sluggers. The third place man should be one who makes the most base hits annually; that is, hits of the type that would score a man from second base. Following him come the 42-centimeter "clean-up" men, the big stick boys who break up ball games with one swing of the club. Here is where the reliable hitters should be placed—men who love a crisis and who rise to their best when one presents itself.

Following these, the hitting will depend on the manager's good or bad fortune in his last four batsmen. A hard-hitting catcher or a "Babe" Ruth pitcher is the salvation of a batting order, in that it prevents the usual innocuous, punchless finish to a rally started by the fifth place man. A team with second rate pitching, or one that lacks ENOUGH high-class pitchers, should have a batting punch throughout its make-up.

It's easy enough for a manager to know what to do with good talent—his REAL problems arise when he is forced to nurse along weak or erratic players and obtain an even delivery of power from each cylinder of the motor, so to speak. The manager can at least help his men over their weaknesses, to a surprising degree, in some instances.

Take, for example, the pitching, which I must again remind you is where every manager's attention must be focused. Pitching can be greatly improved by a system of record keeping. I have a friend, a big league manager, who brought this to my attention through a system of his own, and it looked so good to me that I have since tried it myself.

It has been the custom of this manager to keep on his bench a man whose duty it is to score every play made with

reference to what each opposing team batter does to each ball delivered by members of his own pitching staff. This scoring shows in detail just what each batter did to each ball pitched. My friend the manager brought to my attention the record of one of his hurlers, a crack southpaw, against the Detroit Tigers. He pointed out how he had kept books on what the Detroit batters had done to his hurler during his first year in the American League. He showed me a chart, which had been compiled from the scores kept, according to which the pitcher could see at a glance just what Ty Cobb—I name him just as an example—had done to every ball pitched; what kind of a ball it was; whether Ty had struck at it, fouled it, hit safely against it, singled, doubled or tripled; to what field it was driven; whether it was a fly or ground ball—everything about it, in short. It also showed him, briefly, just what kind of pitching every member of the Detroit club FAILED to hit! In other words, it was a chart of the Detroit batting team's weaknesses against this pitcher.

Then my friend the manager pointed to the result, the following season—this player had won nine out of ten games pitched against the Detroit team. He showed me other things which made me think hard. I have since grown to believe there is a great deal in his system. For a manager without surpassing pitching, some such help is necessary to bolster up the staff. Knowledge by the pitcher of the enemy's weak features against his own style of hurling tends to give the mound man confidence and control.

While on this topic of "control," I wish to mention a system that I have adopted of determining the value of my pitchers, or of new ones I am about to engage.

I am firmly convinced that there are flaws in the "earned run" or "games won and lost" systems of estimating a pitcher's value. In neither case does the result take into account the assistance or lack of it rendered by teammates. In other words, there are other elements entering into the

average "earned run" column that depreciate its value as indicating net pitching strength.

I go to the record books to find out two elements about the past performances of my hurlers—the "bases on balls" and "strike-out" columns. Here are two points in which teammates have no bearing on the situation. The base on balls, hit batsmen and wild pitches directly indicate each pitcher's control or lack of it. Nothing his teammates can do will reduce or increase the total—it's just up to the man out there on the slab. By the same token, a strike-out is the only way in which his pitching effectiveness can be accurately attested. No teammate enters into the strike-out, as any catcher is good enough to mechanically receive a properly delivered ball.

I have found that I can accurately depend for judgment of pitchers on their performance in these two respects. Whenever you find a pitcher with a low number of bases on balls charged to him and credited with an unusually large number of strike-outs, you have found a gem, a Kohinoor. You can bank on it.

Managers should not always take it for granted that, because players they find themselves in possession of have been "up" a year or two, they therefore must be left alone to play the game as they know it. I have found weaknesses that they can eradicate by a little practice.

In fact, practice in those features wherein both individuals and team are weak is absolutely essential. In training camp I emphasize this feature and, instead of letting players practice in things they excel at, I set them polishing up in points where they are deficient. Occasionally this polishing wins a few inches here or there, a run now and then, and occasionally a game. In the long run the "percentage," as between otherwise equal clubs will swing the pendulum—that this is absolutely a fact that can be relied on. Everything else being equal, for example, the team with the best stealers will win the pennant from its

rivals. Thus it behooves the manager not to let his players practice at the things they already know, but at those they are not so effective in performing.

At the training camp, too, it is proper for the manager to begin establishing those rules of conduct which are to shape the habits and aid the morale of the men for the entire season. This is important if the team gets into its stride; but it is still more important if the team starts poorly, when the tendency of players is to let everything slide and take to questionable amusements that will make them forget their failures. Such a lapse of good discipline might fatally affect a team which really was merely in the doldrums, not incapable. Lifting a team across despondent periods is one part of a manager's work and it is then that he needs all his spine—and a couple of able lieutenants on the team, a coach and a captain.

The trainer or "doc" of a team, the veteran player who perhaps has been hired as coach, the field captain—all can be used to restrain a club's spirits from getting into the Slough of Despond. Helpful, cheerful pointers can be delivered by these trusties; and they will be received with good grace whenever a manager's fears that constant criticism and carping, coming from himself, would only further depress the spirits of his men.

Charles Comiskey, the "Old Roman," was probably as successful a manager as the base ball world can recall. He has won league pennants and world's pennants for the past thirty years or more. He knew the game as a player, handled the team as captain, managed and captained the club, and later managed from the bench. As president of the White Sox, in his old age, even as president he has dominated his manager and has won a world's pennant. Comiskey's judgment, therefore, may be rightly esteemed.

In his day as manager he laid down the following rules for his own guidance, and they might be reprinted with

some advantage to those interested in the subject. Here they are:

Make it as pleasant for the players as possible, for success comes from a united front, and players will often band together to make it unpleasant for a manager they find unreasonable, and often rough, with no knowledge of the game.

Players never should be called down for mistakes on the field; fines do no good, but, instead, cause the other players to sour on the management.

Where a player fails to make good after a fair trial, get rid of the man in a diplomatic way; for every player must pass on sooner or later, and each will note carefully the manager's style of doing business.

Clever managers listen to the comments and reasonings of the players, thereby picking up valuable information.

Treat every player like a man, and never "knock" the most stupid man in the club. Quickly get rid of the failures, and treat the successes with the respect due a man filling his contract to the letter.

The young players need encouragement, while the seasoned players care little for flattery. A good cigar will go further than a basket of cut flowers.

See that every man pays his honest debts. Gambling should not be allowed.

Intoxication during the playing season should mean expulsion.

To be a good winner, a man should be a good loser. Confidence is everything with a ball team.

I do not believe in "bawling out" players—that is, in angrily criticizing them—above all, not on the field. Criticism of the right kind, delivered in the right way, will be resented only rarely; and then by wrong-minded men you had better get rid of at the earliest possible moment. A player who doubts the wisdom of your tactics is amenable to argument, and it is occasionally a manager's duty to take him aside and explain in detail as one man to another just where the mistake was made and what could be done to improve it.

Never forget that it never helps a bonehead's intelligence to keep calling him "bonehead"—that merely angers or disconcerts him still more. But constant teaching can so instruct him as to make him automatically think the right play at the right time, in most cases.

Wherever there is a player who resents even fair criticism from his manager, if he can not be spared he should be handled by the coach, the captain, or some other lieutenant, in such a way as not to excite his suspicion that he is being criticized and coached at the same time. But, best of all, lay plans to get rid of him at the earliest possible opportunity. A sorehead on a team is exactly like a canker at the heart of a blossom.

A manager is made by his players more often than the reverse. Occasionally, too, he may meet with success as a result of judicious choice of lieutenants. Numerous instances might be cited. A coach who can think should be on third base; and a field captain who has enough initiative to act without first stopping the game and consulting the manager is of great help. Plays come up when a wave of the hand to an outfielder or a word in the pitcher's ear, a reminder of a forgotten weakness, perhaps, may turn the tide and stop a rally. A field captain should be not only a man of experience, of even mental poise, but an alert thinker and, above all, a loyal supporter of the manager.

Good team work between the manager, coach and captain is essential, it goes without saying. The difference between teams inspired by a Johnny Evers and those lacking such inspiration is sufficiently apparent to make the point self-evident. Clubs which are fortunate enough to have such a field captain are in the position of a club with a manager of the team on the field and another on the bench—that's what it amounts to. A manager who has not such an asset should take pains to develop, from among the squad, his most alert thinker, with the view of making him fill just such a need.

As to "schemes of play," dismiss the idea that any set line of procedure exists that will fit all cases. With some teams the hit-and-run, the daring stuff, comes through amazingly; with others, the old army game of "give me one run and I'll win the ball game" works out—the sacrifice and the squeeze. But, after all, systems of play are strictly up to the heavy artillery a team owns, its base running strength and the enemy's pitching equipment.

No instruction in "jockeying" can be laid down; but, in the main, if a team is properly equipped it would do well to go forward with its regular rotation of pitchers. It may be noted that real good pitchers, like good batters, do just about as well in the long run whether their opposition is right or left handed. It is the off-color players who have right or left-handed weaknesses.

A scheme of play alone never made a manager successful. Quick analysis of a situation and quick decision in meeting it, is what is required of any leader; no prescription can be laid down for that either. It's bred in the "bone"—which is not altogether meant as a joke.

In fact, in thinking over what may be said that might be of value to any person who is about to assume a manager's responsibilities, there is not much of a positive nature that can be advised. For, after all, winning ball players win pennants, not "miracle" managers. And sometimes a scout

does more for his club than the man who handles the team. In which I am reminded of the remark once made by Bill Dinneen, himself a great umpire and once a great pitcher, a world's champion, in fact: "If I had a team I would have a \$15,000 scout and a \$5,000 manager," he said. By which he meant that the function of finding and accurately estimating good ball players was of greater value to a club than the handling of the players on the field. And it is true, or has been, that more players have been developed in the minors than have been brought round to major league form after they have come up.

My advice, therefore, to a manager, is to be his own scout, wherever it is possible; especially if he feels confidence in his own judgment. Summing it all up, I rate the factors which contribute to a winning ball club in the following order:

1. Topnotch pitching.
2. Extraordinary hitting ability.
3. A fighting team spirit.
4. Support of the fans.
5. A good manager.

How to Captain a Team

The word "captain," as applied to professional base ball teams, is a hang-over from bygone days. Time was when the captain was the director-general of a team's policy and the man to whom the players looked for advice, counsel, encouragement and, not infrequently, condemnation; and it was SOME condemnation in the early days of the game.

In the past we had our Captain Comiskey and Ansons, who were both leaders and managers, too. But the captain as the czar of the team is a bygone institution. To-day, in professional circles, he is just a lieutenant—not a chief—carrying out the orders of his superior officer, the manager.

Occasionally, on the field, the initiative is put up to him and he acts out of the ripeness of his own experience. Those moments occur when the unforeseen happens and the team's scheme of defensive play is faltering, and events are transpiring too rapidly for the needed consultation with the manager, on the bench. And it is here when the modern captain has the opportunity to exercise his leadership and quick wit.

In the minor leagues there still remain playing managers whose presence in the game renders the appointment of anything more than an acting-captain unnecessary; but in the major leagues they are all bench mentors. It is therefore with the captain as a lieutenant to the manager that this article chiefly deals.

Of course there are captains in the major leagues to-day who are entirely competent to be managers—some who have been, in fact. Where a club has such an asset it is indeed fortunate, especially if he is of the right kind.

In general, however, when a manager is casting about for a field assistant, he analyzes his squad in quest of a man with the following characteristics:

1. Proven high qualities as a player.
2. Quick thinking.
3. Even disposition ; dispassionate mind.
4. Complete knowledge of the rules and tricks of the game.
5. Personal magnetism.
6. Fighting spirit.

Preferably the captain should be an infielder, although in a few instances outfielders have captained clubs. In general, however, these are too remote from the center of activity. The ideal person for a captain would be, of course, the catcher, before whose eyes the entire game unfolds at close range. It is he, too, who to a certain extent directs the destinies of the defense through his signals to the pitcher and to the basemen for throws. Unfortunately, the catcher may not be able to participate in more than three-fourths of the season's games and is, too, exceptionally subject to minor injuries that put him out of the game.

An infielder, therefore, is the logical selection. Preferably he should be a second baseman or a shortstop, the keystone of the diamond. Either of these men is at the hub of the defense, within talking distance of all his men and able to signal any one of them at any time. He is also close at hand when a protest on the rules is necessary or when an infield conference becomes imperative to devise new signals or impart special information to the pitcher.

A captain is not captain if his manager does not give him a certain amount of latitude, as well as implicit confidence. When he names his deputy he should inform him as to exactly what sphere of action he expects his deputy to fill and just what are to be the limitations of his functions:

Not the least of these responsibilities should be the keeping up of the morale of his players when the "breaks" go the way of the enemy, as they inevitably will, at times.

It is his duty to keep the wavering pitcher up to his top efficiency, when the manager signifies that he is not yet ready to bench the hurler. He should employ all the tactics permissible within the rules to enable his club to regain its poise, and should be quick to see and take up any oversight in the finer points of the game that may redound to his team's advantage. One little point gained here and there at critical times serves to hearten the defense. A thorough knowledge of the rules, quickness to take advantage of them and courage to battle for the team's rights, are features that tend to make the players respect and look to the captain. And the team that has confidence in its field captain is very quick to regain its equilibrium when this has been upset by some untoward event in the contest.

For the most part it is the captain's duty to address the umpire; but there are instances when the impulsiveness of the men is bound to break out into objections against the umpire's rulings. This occurs when the player feels that he has been offended against. No manager should call down a player of this sort—the mere evidence of his outbreak tells him that here is one player whose heart is in the fray and who is TRYING. The captain, however, should step into the breach, before recrimination leads to the benching or fining of the player by the umpire, and argue the question coolly and on its merits. The captain, however, as well as the manager, should discourage nagging of umpires on mere questions of the latter's judgment, from which there is seldom any successful appeal.

The captain, being just a player himself, can serve his manager in an important way. Frequently the manager is unable to quickly sense the cause of a jarring note in his organization. The men are naturally secretive and protect each other when it's necessary. But the captain is one of them and it his duty not only to find out the little rifts in the lute, but to try and repair them. In case it is of a nature he cannot handle, he can properly advise the man-

agment of the difficulty and let the "higher ups" iron out the wrinkle.

The captain's great function, therefore, relates to one of the most important features of a team's success—that of keeping the men in good spirits, eager for success and in sympathy with the management.

But his functions do not end there. The captain should be the man to size up the enemy's capabilities and to assist in the placing of the men to the best advantage. He should know the peculiarities of the men batting, their base running abilities, what field they hit to, what pitched ball they are weak on, and all details such as might be helpful; for example, waving the outfielder further back or drawing him in, pulling the right fielder up behind the first baseman, or sending the center fielder back to the bulletin board.

In the old days the captain made out the batting order and, in some cases, was responsible for the signing of players. In the smaller leagues this condition still prevails.

When the club is at bat the captain's place, where no special coaches have been hired for the occasion, is on the coaching lines, as the coaching position is one that **MUST** be filled by a player who has the entire confidence of his men. A popular captain is the ideal coacher, although the necessity of his taking his turn at bat interferes with much of his work in this department.

The captain to-day, in other words, may be either an important factor in the building of the team or he may be a mere figure-head. In the latter case he probably will be dominated by a bench manager of the type that wants to run the game in all its minute detail, even to ordering the defensive moves.

It might be suggested that the manager who undertakes this is building against his own success. For his players become mere automatons, without thinking ability, and develop wry necks "rubbering" to the bench for instructions, fearful to make moves in their own behalf on their

own initiative. Few managers have made this plan successful; most of them delegate some authority to the captain. In this way, when the manager is absent, there remains a capable director who enjoys the confidence of the team almost as much as does the paid bench leader.

For the minor professional team there is no manager and the captain is THE factor. Here is where the qualities of leadership should be paramount—when the choice is made.

There is no rule that can be followed in the selection of a leader for an amateur team. Unless there is a player of outstanding ability, the organizers of the club would do well to put the choice of the leader to a team vote. Usually the right man will be chosen. Ball players sense a leader.

However, popularity sometimes figures in the naming of a captain, and right here mistakes of considerable magnitude develop—mistakes that may put a team on the downward path. Even major league managers sometimes cater to a player's popularity with his teammates in selecting him as a leader.

But he is apt, in doing this, to forget that popularity is not always ability—or leadership ability, more particularly. Some players thus chosen, not being naturally of the stuff that makes great captains, are so weighted down by a feeling of responsibility that they not only are not able to help out their own men, but they lose something of their own efficiency, through worry.

Such happenings are the exception, however. As a general rule the man chosen as leader by a squad of twelve men is apt to have the qualities of leadership as well as of popularity.

Captains chosen from the ranks sometimes have to combat the jealousy of at least part of their teammates who envy them the publicity and the advancement. And right here is where a little diplomacy will make the objectors forget their grievance and work hard for the club's interest and, in the end, for the captain.

How to Coach

Properly, the coach should be the manager, who knows best his own policies and scheme of play and who is most familiar with the possibilities of all his players. His mind is divorced from all playing responsibility and is not rendered timorous by fear of advising the wrong tactic.

But frequently the manager is not able to take the coacher's stand. In the major leagues the custom is growing of hiring a paid coach. This was the function of Jimmy Burke, when he was with the Detroit club, and of Kid Gleason with the White Sox, before he became manager of the team. The presence of such a factor on a base ball outfit relieves the manager of an additional strain and enables him to take an ex parte view of the contest as a whole and devote his attention to other features.

A coach of this type is the ideal for all ball clubs, although the lesser organizations can hardly afford such a luxury. Nevertheless, these paid specialists embody to the highest degree the qualities that any man attempting to coach should cultivate. All will agree that the prime requisites are:

Thorough knowledge of the rules.

Experience.

Alertness of mind.

Confidence of the players.

It has been the custom of most base ball clubs to send ANY player to the coaching line. In some cases this is excusable. It tends to develop coaching qualities in ALL the players. However, only a few coaches of this sort will have the confidence of the base-runners and the batters, and they are therefore a detriment rather than a help.

The most important coaching position is at third base, since from this point the run is either made or lost. Runs

depend on eyelash decisions at the plate and lightning quickness of mind on the part of the coach.

Good base-runners are desirable coaches. Men on base then have regard for the superior knowledge of their adviser and will not be constantly watching the ball instead of the signal. The manager of the club should instruct all his players in this matter, and issue positive orders to follow coaching instructions and not the course of the ball hit. Time is lost and fatal indecision created when a player has to diagnose the play and make up his own mind as to the advisability of proceeding or turning back.

The coach is of valuable assistance in instructing players as to the "leads" to be taken. He must be able to foresee the psychology of a tense situation; to tell when the opposing pitcher is losing his morale and "grooving them" in order to regain control. His decisions frequently are matters of base ball intuition and are therefore not guided by rules.

In general, however, a thorough knowledge of his players and of all angles of the game will beget this quick decision in the matter of ordering base-runners.

Players are quick to sense indecision. Whenever a team's base-runners are observed to hesitate or turn their heads toward the play, set it down right there that base ball games are going to be lost by that club, through inferior coaching.

A coach not infrequently profits through a ready ability to "chatter," to keep up a steady banter under cover of which he not infrequently, through a simple code, gives instructions to the various participants in the attack. As a rule players should not be burdened with complex signals; but a few simple ones occasionally are useful in tipping off plays or battery weaknesses which will enable the runners to progress a base.

Working in conjunction with the coaches, men on the bases are not infrequently able to detect the opposing

team's signals. While signal-stealing in base ball or any other game is not sportsmanlike, it is practiced still and occasionally wins a ball game, though not often. The utility of the signal to the side at bat is greatly exaggerated, and in any case the code is quickly and easily changed by the defending side. Few coaches therefore waste time or permit their attention to the game to be diverted by efforts to gain the knowledge when the "fast one" or the curve is coming.

The coach's knowledge of the batting peculiarities of his own side enables him to render aid to the batsmen on many occasions when he observes tactical weaknesses in the positions of the defensive players. His alertness of observation may also lead to the detection of the enemy's plans for covering second base; i. e., whether the shortstop or the second baseman is expected to cover in case of an infield drive. This information is of occasional value to the batsman, especially on the hit-and-run play.

Coaching at first base is seldom necessary with players of experience. His conversation and fake instructions to the runner occasionally distract the pitcher's attention and make him waste his strength in futile throws to first to catch the runner napping. However, an alert big leaguer is seldom assisted by the coaching at first, although there are occasions, of course, when the player cannot waste time in watching a hit along the right field line, and the man giving instructions at first can guide the runner to some advantage.

Jimmy Collins, one of the greatest and brainiest infielders the game has ever known, formerly manager of a great major league club, once summed up a coach's work as follows:

"The base-runner never should be obliged, on a safe hit, to turn his head toward the play, but should come on at top speed, looking for his cue from the man on the coaching line. He should be always in a position to turn for the

home plate under full head of steam, and simply watch the coach for the signal to keep on going for home, or to stop altogether.

"The loss of a fraction of a second will lose runs, games and championships, and all depends on the coaches on the lines if the players are trained to take their cues blindly from the men in a position to see all that is going on, wherever the ball is.

"I have seen fine players make the poorest kind of coaches, as they have failed to calculate the speed of their own runners as well as the fielding and throwing ability of their opponents.

"Good base-runners make the best coaches, and the best I ever saw, worked with signals and made little fuss or noise during their performances.

"There should be as much time given to perfecting the coaching department of the game as to any other phase of team base ball.

"When a man is running from first base, he should keep in touch with the coach at third, instead of being on the lookout for something his opponents are going to do with the ball. Moreover, he always should move exactly as he is instructed to do by the man on the lines.

"Men often will remain close to second base, fearing the infielders who are playing far away from the sack. Slow runners must get a good start and take more advantage of their opportunities to score on safe hits handled by clever outfielders, and the men on the coaching lines should be obliged to not yell out instructions, but to work entirely through signals, either with their hands or caps.

"It is a mistake to send up some one to coach who is not alive to the inside workings of the game, simply because the regular coach is indifferent. A first-class coach at third base strengthens a team three to five per cent, and good men do not average two to a club in professional base ball."

Technical Terms of Base Ball

Since the very inception of the game, base ball has been prolific of technical terms and phrases, but they have never been so numerous and distinct as they now are. Indeed, many of these base ball terms have become part and parcel of the phraseology of the period to quite a notable extent. For instance, the familiar term, "Play Ball," is now recognized as the synonym of a special effort to give earnestness to one's work, and to stop trifling with anything we undertake to do—"No more nonsense; Play Ball."

In writing up this chapter on "The Technical Terms of Base Ball," we do not present it as a mere vocabulary of the slang terms used in the game, as it is, in reality, a special chapter of instruction in all the points of play in base ball, besides which it includes explanations of the rules of the game. In fact, no one can read this chapter carefully and studiously without becoming well posted in the important points of strategic play in the game, as much so as if he had made himself familiar with every section of the playing code of rules as contained in the latest edition of Spalding's Official Base Ball Guide.

We have divided up the technical terms of Base Ball into the following classes:

TECHNICAL TERMS APPLICABLE TO—

PITCHING (Page 42).

BATTING (Page 47).

FIELDING (Page 54).

BASE RUNNING (Page 57).

UMPIRING (Page 60),

and

GENERAL TECHNICAL TERMS (Page 61).

Technical Terms Applicable to Pitching

Balk.—This is a failure to deliver the ball to the bat legally, and there are nine different ways of committing a balk, as follows:

1. Any motion made by the pitcher while in position to deliver the ball to the bat without delivering it, or to throw to first base when occupied by a base-runner without completing the throw.
2. Throwing the ball by the pitcher to any base to catch the base-runner without stepping directly toward such base in the act of making such throw.
3. Any delivery of the ball to the bat by the pitcher while either foot is back of and not in contact with the pitcher's plate.
4. Any delivery of the ball to the bat by the pitcher while he is not facing the batsman.
5. Any motion in delivering the ball to the bat by the pitcher while not in the position defined by Rule 30.
6. Holding of the ball by the pitcher so long as, in the opinion of the umpire, to unnecessarily delay the game.
7. Making any motion to pitch while standing in his position without having the ball in his possession.
8. Making any motion of the arm, shoulder, hip or body the pitcher habitually makes in his method of delivery, without immediately delivering the ball to the bat.
9. Delivery of the ball to the bat when the catcher is standing outside the lines of the catcher's position as defined in Rule 3.

If the pitcher shall fail to comply with the requirements of any section of this rule, the umpire shall call a "balk."

Battery.—The pitcher and catcher of the nine in the field are called the "battery" of the team.

Battery Errors.—This class of errors is confined to wild pitches, bases on balls, and hitting batsmen with pitched balls, and to passed balls by the catcher.

Called Balls.—The umpire is required by the rules to call a "ball" on every ball which the pitcher either fails to send in over the home base, or not within the legal range of the batsman's knee and shoulder. The ball must be over the base and within range, or it becomes a called ball, and four such called

balls give the batsman his base. To be within legal range the ball must pass below the line of the batsman's shoulder and above the line of his knee.

Change of Pace.—This is done whenever the pitcher changes the speed of his delivery from fast to slow, or vice versa. But the change, to be useful, as a strategic point of play, must be thoroughly disguised from the batsman or all its effect is lost.

Change of Pitchers.—This is done when the captain of the team finds that the delivery of his pitcher is being badly "punished." Changing pitchers requires considerable judgment on the part of the captain, who should be quite sure that the batsmen are really "punishing" the pitcher, and that the fault is not that of poor field support of the pitching. In making a change, the succeeding pitcher should be one with a distinctly different method of delivery to that of his predecessor.

When the umpire announces the pitcher prior to commencement of game, the player announced must pitch until the first batsman has either been put out or has reached first base.

Chances Offered.—A chance for an "out" is offered the field side by the batsman whenever he hits the ball in the air, or on the ground within fair reach of the fielder. If the chance is accepted the fielder either gets the credit of a catch, or for assisting to put out a runner at a base, or for actually putting out such runner.

Control.—This term refers to one of the essential points of first-class pitching, viz., thorough control of the ball in delivery, especially in giving direction to curved balls so as to send them over the plate.

Curving the Ball.—To be able to curve the ball in its delivery is one of the peculiarities of base ball pitching. The curves are produced by imparting a rotary motion to the ball as it leaves the hand.

Cutting the Corners.—This term applies to the delivery of the ball by the pitcher in such way that it just passes over the corner of the home-plate. It is a difficult ball for the umpire to judge correctly, and a ball that it is impossible for the batsman to judge.

Drop Ball.—This is one of the most effective balls of a strategic pitcher's delivery, and it is the most difficult curve to make; the rotary motion given the ball causes it to fall, in the line of its delivery, just before reaching the base.

Fair Ball.—Rule 31 of the code says that "A fairly delivered ball is a ball pitched or thrown to the bat by the pitcher while

standing in his position and facing the batsman that passes over any portion of the home base, before touching the ground, not lower than the batsman's knee, nor higher than his shoulder. For every such fairly delivered ball the umpire shall call one strike."

Head Work.—This is a very comprehensive term and means a great deal in all field sports, but especially in base ball. Without "head work" in a player's methods, team work by the nine is out of the question. In pitching, "head work" means skill in strategic play in the position.

Illegal Delivery.—This term belongs exclusively to the rule governing the pitching. An illegal delivery of the ball to the bat is made whenever the pitcher fails to have his pivot foot in direct contact with the rubber plate of his position, and such delivery gives the batsman his base on the balk thereby committed. A similar balk, too, is made when the pitcher takes more than one step in his delivery and then throws the ball to the batsman.

In-curve.—This is a ball which curves in towards the batsman as he stands in his position. It is a more difficult ball to judge than the out-curve.

Out-curve.—This is a ball which curves outward from the batsman, and it is the least difficult of any of the curves to pitch. When an out-curve ball is hit it generally goes to right field or right short.

Pace.—This term applies solely to the speed of the ball in delivery, viz., a fast pace or a slow pace.

Pitcher's Position.—This is defined by a rubber plate 24 inches in length by 6 inches in width, with its front line distant 60 feet 6 inches from the home plate. The pitcher, when in his legal position, must stand in accordance with the following rule (No. 30 of the Code of 1919):

"Preliminary to pitching, the pitcher shall take his position facing the batsman with both feet squarely on the ground and in front of the pitcher's plate or on top of the pitcher's plate; and in the act of delivering the ball to the bat he must keep one foot in contact with the pitcher's plate defined in Rule 9. He shall not raise either foot until in the act of delivering the ball to the bat, nor make more than one step in such delivery."

Pitching.—This term applies to the work of delivering the ball to the bat by the player appointed to fill the pitcher's position, and it includes the throwing of the ball to the bat, though the ball is not pitched, but thrown.

Punishing the Pitching.—The pitching is said to be “punished” whenever the batsmen make base hits off it; but it is not punished when the field support fails to accept chances for outs off the pitching, and hits and runs are made after three such chances have been offered and not accepted.

Range of Delivery.—This term applies to the legal range of delivery allowed the pitcher, viz., the space limited by the lines of the batsman's shoulder and that of his knee, between which two lines the ball must be delivered or the umpire must call a ball for every failure in such delivery. If the ball passes *above* the shoulder line, or *below* that of the knee, a ball must be called.

Rising Ball.—This is another of the various curves used in pitching due to the rotary motion given the ball as it leaves the pitcher's hand, the latter causing the ball to rise just before reaching the batsman.

Runs Earned Off the Pitching.—A run is earned off the pitcher every time a player reaches home base by the aid of safe hits, sacrifice hits, stolen bases, bases on balls, hit batsmen, wild pitches and balks, before fielding chances have been offered to retire the side. The pitcher shall be given the benefit of doubt whenever fielding errors are made and in determining the base to which a runner should have been held with perfect support on part of fielders. A fielding error made by the pitcher shall be considered the same as any other fielding error.

Slow Ball.—This term applies to slowly delivered curves, the most difficult to make effective of any of the curved line delivery. But no ball is more effective than a well-controlled slow “drop” ball.

Spit Ball.—This is a method of imparting a rotary motion to the ball, when delivering it to the bat, in pitching, by the use of the saliva, so as to allow the ball to slip easily through the throwing hand, by which the ball is given an eccentric motion through the air, very puzzling to the batsman. The “spit” ball, however, is not only difficult to command in delivery, but it brings into play unused muscles of the arm.

Straight Ball.—This term applies to balls which are delivered to the bat without any rotary motion having been given to the ball, and which are sent in over the base and within legal range.

Striking Out Opponents.—A pitcher is credited with striking out an opposing batsman whenever the latter is retired on called strikes, whether by being caught out on the fly after the

third called strike, or thrown out at first base after such called strike.

Unfair Ball.—This is a ball which is the reverse of a *fair* ball; that is, a ball which is not sent in over the home base, or within the legal range; and "balls" must be called on all unfair balls.

Underhand Throw.—This is a ball thrown to the bat with the arm and hand swinging forward below the line of the pitcher's shoulder.

Wild Pitch.—A ball thrown wildly out of the fair reach of the batsman, either to the right or left of his position, over his head, or close to the ground, is a wild pitch and a battery error, and no passed ball can be charged to the catcher on such wild pitched ball.

Technical Terms Applicable to Batting

Base Hit.—A base is earned by a hit whenever the batsman hits the ball to the infield or outfield out of the legitimate reach of a fielder. A base is also earned by a hit ball which goes to the infielder so swiftly that he is unable to field it to the base player in time for an out; also, in the case of a swift line ball from the bat which the fielder is unable to hold on account of its speed. All such hits are base hits and earn bases.

Bases by Errors.—More bases are secured by the various errors of the field side than by any other means. The list of errors which yield bases are those known as fielding errors and those classed as "battery" errors. The former include dropped fly balls, wild throws—either overhead or on the bound—muffed and fumbled balls, and plain failures to judge balls offering easy chances for catches. The latter errors include wild pitches, bases on balls, pitched ball hitting batsmen, and balls passing the catcher on which bases are run.

Bases on Balls.—The batsman is entitled to take one base every time the umpire calls "four balls," and also every base-runner who is thereby forced to leave the base he occupies.

Batting for the Team.—This term applies whenever the batsman strives by his hit to forward a base-runner, regardless of his individual record; such, for instance, as in the case of making a "sacrifice" hit.

Batsman's Position.—Rule 38, governing this position, is as follows:

"Each player of the side at bat shall become the batsman and must take his position within the batsman's lines (as defined in Rule 8) in the order that his name appears in his team's batting list."

Batting in Runners.—This is a marked feature of "team work at the bat." To forward base-runners is the object aimed at by every batsman who "plays for his side" in batting. He does this by striving his utmost for a base hit, and next to that his effort is to hit the ball so that, if it fails to earn a base, it will oblige the fielder to throw the striker out at first base, and thereby enable the runner on first to reach second base safely, this constituting a "sacrifice" hit.

Bases on Balks.—Whenever the umpire calls a "balk," every occupant of a base—except the batsman—is entitled to take a

base without being put out, whether the runner be forced off or not.

Hit by Pitched Ball.—The batsman is entitled to take a base whenever he is hit by a pitched ball, provided that he has tried to avoid being hit. It matters not where the ball hits him, or if it only touches his clothing.

Batsman a Base Runner.—The batsman becomes a base-runner: 1, instantly after he makes a fair hit; 2, instantly after "four balls" have been called by the umpire; 3, instantly after "three strikes" have been declared by the umpire; 4, if, without making any attempt to strike at the ball, his person or clothing be hit by a pitched ball unless, in the opinion of the umpire, he plainly makes no effort to get out of the way of the pitched ball; 5, if the catcher interfere with him in or prevent him from striking at a pitched ball; 6, if a fair hit ball strike the person or clothing of the umpire or a base-runner on fair ground.

Bounder.—This term applies to a ball sent from the bat to the field on the bound; also, to a ball thrown on the bound by a fielder to a base player, in which latter case it is a wild throw and an error.

Bunting the Ball.—A "bunt" hit is made when the batsman simply holds the bat up to meet the thrown ball, thereby allowing the ball to rebound from the bat to the ground. Rule 47 thus describes a bunted ball:

"A bunt hit is a legally batted ball, not swung at, but met with the bat and tapped slowly within the infield by the batsman. If the attempt to bunt result in a foul not legally caught, a strike shall be called by the umpire."

Clean Hits.—A clean hit is made when there is no possible chance offered the fielders either for a catch or otherwise retire the batsman, after he has hit the ball.

Clean Home Run.—This is made only when the ball is hit outside the legal boundaries of the field so far to deep outfield as to prevent its being fielded to the infield before the runner reaches the home base.

Confidence in Hitting.—No batsman can achieve success in his position who lacks confidence in facing the opposing pitcher. Confidence is half the battle in a contest. If he goes in to the bat feeling doubtful of his ability to punish the pitching, or is likely to be intimidated by the mere speed of the delivery he faces, he will fail in his batting nine times out of ten.

Grass Cutter.—This term is applied to a ball hit along the ground without bounding, cutting the grass, as it were, as it proceeds.

Earned Runs.—See Rule 85, section 11.

Fair Hit Ball.—Rule 44 thus defines a fair hit ball:

"A fair hit is a legally batted ball that settles on fair ground between home and first base or between home and third base or that is on fair ground when bounding to the outfield past first or third base or that first falls on fair territory beyond first or third base, or that, while on or over fair ground, touches the person of the umpire or a player."

Failing to Take Position.—Every batsman should remember the order of batting, and be in readiness, bat in hand, to take his position at the bat when called upon by the umpire, prior to which he must be seated on the bench. Should he forget the order and allow a succeeding batsman to take his place, and the error be not discovered before a ball has been struck at, the batsman who failed to bat in his turn is out.

A Foul Hit Ball.—Rule 45 thus defines a foul hit ball:

"A foul hit is a legally batted ball that settles on foul territory between home and first base or home and third base, or that bounds past first or third base on foul territory or that falls on foul territory beyond first or third base or, while on or over foul ground, touches the person of the umpire or a player."

Rule 46 states that a "foul tip" is a ball batted by the batsman while standing within the lines of his position, that goes sharp and direct from the bat to the catcher's hands and is legally caught.

Foul Strike.—This strike is made whenever the batsman strikes at the ball while he is standing outside the lines of his position, if only with one foot.

But there is a "foul strike" included in the list of "called strikes" which is of exceptional character, and it will be found in Rule 49, Sec. 3, as follows:

"Sec. 3. A foul hit ball not caught on the fly unless the batsman has two strikes."

Force Hit.—A "force hit" is made when the batted ball is sent to the field in such a way as to enable a fielder to put out the runner who is forced to leave the base he occupied at the time the ball was hit, and who, by the hit of the batsman, has been obliged to vacate his base. It is possible to make a triple

play on three force-outs when a fair hit is made while all three of the bases are occupied.

Fungo Hits.—The weakest batting is shown when the batsman indulges in "fungo" hitting, or hitting the ball in the air to the outfield and giving easy chances for catches. "Fungo" hitting, too, is done when the batsman takes a ball in hand, and tossing it up, hits it to the outfield as it falls. It is the worst kind of batting practice on that account, as it is the reverse of hitting at a ball thrown to the bat horizontally.

Homer.—This is the term applied to a "home run" hit. It is the most costly hit made, as it involves the fatigue of running 120 yards at the utmost speed, a severe test of strength and wind.

High Ball.—Balls hit high in the air almost invariably yield easy chances for catches, and, therefore, are samples of weak batting. A "high ball," too, is one pitched above the batsman's shoulder.

Hit and Run.—(See technical terms applicable to base running.)

Hot Ball.—A ball is said to be a "hot one" which is hit to a fielder, either on the fly or on the bound, so swiftly that it is next to impossible to hold it. Hence the scoring vernacular: "Too hot to handle." In all such cases a "base hit" should be credited to the batsman.

Long High Balls.—High balls hit to long field invariably yield chances for catches, and all such hits show weak batting, while long low liners yield base hits and earn bases.

Low Ball.—This is a ball sent to the bat below the line of the batsman's knee, and every such ball must be called a "ball."

One, Two, Three Out.—This term applies to the retirement of three batsmen in the order of their going to the bat. It is sometimes done on three or four pitched balls.

Out of Form.—A batsman is said to be "out of form" for hitting when, after waiting impatiently for a good ball within fair reach, he temporarily fails to be ready to hit a good ball when it comes over the plate and within legal range. In such a case he becomes an easy victim for a strategic pitcher.

Order of Batting.—Before a game begins, the order of the players of each side going to the bat is written down in the score book of the official scorer of the home club, and also printed or written on the score card, and it includes the names

of the nine players of each side, who are to go to the bat in the order named. The order is thus named in Rule 39, as follows:

"The batting order of each team must be on the score card and must be delivered before the game by its captain to the umpire at the home plate, who shall submit it to the inspection of the captain of the other side. The batting order delivered to the umpire must be followed throughout the game unless a player be substituted for another, in which case the substitute must take the place in the batting order of the retired player."

After the first inning, the first striker in each inning shall be the batsman whose name follows that of the last man who had completed his turn—time at bat—in the preceding inning.

The order of batting cannot be changed after the umpire has called "play." If a batsman is injured so as to necessitate his retirement from play, or if he be ordered out of the game by the umpire and he is replaced by a substitute player, his successor in the game must bat in the order of the retiring player.

Placing a Ball.—This is one of the most difficult things a batsman has to do. Any mere novice at the bat can make a chance hit, but to hit the ball so as to send it to any desired part of the field—in other words, to "place the ball"—is the most skillful hit a batsman can make, as it requires keen sight, coolness and nerve in judging the swiftly thrown ball, together with lots of practice, to excel in place hitting. It can be done, however, and against good pitching, too; but no mere chance hitter can do it. A batsman who cannot place a ball is nothing but a mere machine batsman, and knows nothing of scientific batting or of team work at the bat.

Popping Up.—There is a great difference between "a popped-up fly ball" from the bat, which affords an easy chance for a catch, and a ball hit in the air by a tap from the bat, which goes safely over the heads of the infielders, and yet is too short for the outfielders to give them a chance for a catch. The former is a weak chance hit, while the latter is a well-placed ball, always yielding an earned base.

Record Batting.—A batsman who devotes his whole attention to batting for a high average of base hits, regardless of any efforts to forward base-runners by his batting, is a mere record batsman, who knows or cares nothing of doing "team work at the bat." On the other hand, the batsman who goes in for "batting for the side," and who leads by forwarding runners by his hits, is the batsman *par excellence*, and not he who leads in base hit averages. In Spalding's Official Base Ball

Record, which contains in its statistical pages the batting averages of the professional batsmen of America, in a large majority of cases awards the batting honors of the season to mere "record batsmen," as there is no data in the scoring rules which give due credit to the "team worker at the bat." This is rather discouraging to the player who devotes his best efforts to "playing for the side" in a match.

Scratch Hit.—This is a term applied to an accidental hit which unexpectedly yields a base. It is a term, too, which is often unjustly applied to an effort by the batsman to make "a place hit" by a bunt or short safe hit. A ball batted in the air which drops safely between two fielders, who are each afforded an easy chance for a catch but who both hesitate to accept it, is an undoubted scratch hit, and not a base hit, as it yields a base by an error of judgment by two fielders.

Safe Hit.—This is a hit which earns a base from a tapped ball to short right field, yielding no chance for a catch, though the ball is hit up in the air. It is a "place hit" in nearly every instance.

Striker.—This is the old time title given the batsman, a term used in the code of playing rules of the decade of the sixties.

Striking Out.—This is the act of being put out on "called strikes," and, as a rule, it shows weak batting; but it is also a result of skillful, strategic pitching. Generally, however, intimidating speed by the pitcher against nervous batsmen has a great deal to do with strike-out records.

Sacrifice Hit.—A sacrifice hit is credited to the batsman who, when no one is out or when but one man is out, advances a runner a base by a bunt hit, which results in the batsman being put out before reaching first, or would so result if it were handled without error. A sacrifice hit also should be credited to a batsman who, when no one is out or when but one man is out, hits a fly ball that is caught but results in a run being scored on the catch, or would in the judgment of the scorer so result if caught.

Time at Bat.—Under Rule 82 "a time at bat" is thus defined:

"'A time at bat' is the term at bat of a batsman. It begins when he takes his position, and continues until he is put out or becomes a base-runner. But a time at bat shall not be charged against a batsman who is awarded first base by the umpire for being hit by a pitched ball, or on 'called balls,' or

when he makes a sacrifice hit or for interference by the catcher."

Timing a Hit.—This is a term applicable to the act of so timing the forward swing of the bat to meet the ball that it may meet it either back of the home base line—thereby hitting the ball to right field—or forward of the line, in which case the ball would be hit to the left. It requires perfect command of the bat, and coolness and nerve in judging the pace of the pitched ball.

"Timing a hit" is the fundamental rule of scientific batting in base ball, and it requires brain work, with plenty of study and practice to excel in it. The batsman who is merely a machine batsman, or one who bats for a record, is practically ignorant of the science of "timing a hit."

Waiting for Good Balls.—This is a feature of skillful work by the batsman and requires keen sight and considerable nerve to excel in it. It is essential that the batsman should constantly keep himself in readiness—that is, "in good form"—to strike at the first ball that comes over the plate and within legal range, in order to fully benefit by "waiting for good balls."

Technical Terms Applicable to Fielding

Assist.—One assist and no more shall be given to each player who handles the ball in aiding in a run-out or any other play of the kind, even though he complete the play by making the put-out. An assist should be given to a player who makes a play in time to put a runner out, even if the player who could complete the play fails, through no fault of the assisting player. And, generally, an assist should be given to each player who handles or assists in any manner in handling the ball from the time it leaves the bat until it reaches the player who makes the put-out, or in case of a thrown ball, to each player who throws or handles it cleanly, and in such a way that a put-out results, or would result if no error were made by a team mate. Assists should be credited to every player who handles the ball in the play which results in a base-runner being called "out" for interference or for running out of line.

Deep Field.—This term is applied to the far outfield, whether to the left, center or right field.

Double Play.—A double play is made whenever the fielders put out two opponents of the batting side between the time the ball is delivered to the bat and its being again in the hands of the pitcher ready for re-delivery.

Dropped Fly Ball.—A fly ball, dropped out of the hands of a fielder before being "momentarily held," as the rule requires, or a thrown ball dropped after being thrown to a base player on the fly and within fair reach, is a fielding error. But no such error can be charged to a fielder who drops a ball while in collision with a base-runner.

Under the enforcement of the rule governing an "infield hit," if the hit fly ball be touched by an infielder—whether dropped in the effort to catch it or not—the batsman is out. In such case no error is to be charged on the dropped fly ball.

Fair Catch.—Any catch of a fair hit ball which is momentarily held by a fielder before touching the ground or any object other than a fielder; provided, it be not caught in a fielder's hat, cap, protector, pocket or other part of his uniform.

Foul-Tip Catch.—This is a catch of a foul ball which goes to the catcher sharp from the bat. The penalty of a fly-tip foul ball which is caught is the call of a strike by the umpire. (Rule 49, Sec. 6.)

Forced Off.—A base-runner is said to be "forced off" a base whenever he is followed in the base running by a runner who has made a fair hit, or been sent to his base on balls and who has thereby forced a runner off, which latter forces off the runner who preceded him.

Fumble.—A fumbled ball is a fielding error. It occurs when the ball, having been stopped but not held by the fielder, is fumbled in the effort to pick it up, thus preventing the retirement of the runner.

Infielders.—The infielders, as a team, comprise the three base players and the shortstop.

The Infield.—The infield of a ball ground comprises the diamond field and its immediate vicinity.

Juggling the Ball.—A ball is said to be "juggled" when it is partially caught and rebounds from a fielder's hands before being "momentarily held." Until so held no runner can legally leave a base on an alleged catch, because the ball is kept from the ground but not actually caught.

Passed Ball.—A passed ball is recorded whenever a runner advances from a dropped or muffed ball by the catcher, or from his allowing any ball to pass him which is not a wild pitch or a base on balls. No passed ball can be charged unless a base is run on the error.

Pick-Up.—This term is applied to a clean handling of a sharply hit ball, especially if a bounder. It is a piece of fine, sharp fielding.

Quick Return.—This term applies to the quick return of the pitched ball to the pitcher by the catcher, so as to enable the pitcher to catch the batsman napping and out of form.

Run Down.—A base-runner is said to be "run down" when he is caught between the bases and runs backward and forward to avoid being touched out while off a base. Runners from first to second, when a runner is on third base, and only one hand out, frequently run the risk of being run out in order to afford the runner on third a chance to get home on the play.

Running Catch.—This is a catch which is one of the most attractive features of fine fielding, but it requires sound judgment and sure catching ability to excel in it.

Short Field.—This is the space of ground occupied by the shortstop, who, by the way, is the roving player of the infield, who stands ready to cover second base, or that of any other infield position when occasion may require.

Triple Play.—This is another fielding play peculiar to base ball, like that of a "double play." There are several ways of making a triple play, but the most familiar method is that of forcing out players. For instance, suppose all three bases are occupied and the batsman hits a ball down in front of him which the catcher fields at once, and, first touching the home base with his foot, throws the ball to the third baseman, who similarly touches his base and forwards the ball to second base, and if the ball is held on each base before each forced-off runner retouches it, a triple play is made.

Another form of a "triple play" is made when a fly ball is hit, apparently safe, to short outfield, when first and second bases are occupied, and the base-runners are tempted to leave their bases on the chance of the hit being safe. The ball being caught, however, and promptly forwarded in time to second base, and by the baseman to first base, before the runners can retouch the bases they left when the hit was made, a triple play is the result.

Wide Throw.—This fielding error is made whenever a fielder throws a ball beyond the fair reach of a base player, either over his head, to the right or left of him, or on the bound or along the ground. When such a throw is made to the batsman by the pitcher it becomes "a wild pitch."

Technical Terms Applicable to Base Running

Base-Runner.—A batsman becomes a base-runner in six different ways: 1, instantly after he makes a fair hit; 2, instantly after "four balls" have been called by the umpire; 3, instantly after "three strikes" have been declared by the umpire; 4, if, without making any attempt to strike at the ball, his person or clothing be hit by a pitched ball unless, in the opinion of the umpire, he plainly makes no effort to get out of the way of the pitched ball; 5, if the catcher interfere with him in or prevent him from striking at a pitched ball; 6, if a fair hit ball strike the person or clothing of the umpire or a base-runner on fair ground.

Base Stealing.—A stolen base shall be credited to the base-runner whenever he advances a base unaided by a base hit, a put-out, a fielding or a battery error, subject to the following exceptions:

In event of a double or triple steal being attempted, where either runner is thrown out, the other or others shall not be credited with a stolen base.

In event of a base-runner being touched out after sliding over a base, he shall not be regarded as having stolen the base in question.

In event of a base-runner making his start to steal a base prior to a battery error, he shall be credited with a stolen base and the battery error shall also be charged.

In event of a base-runner being touched out after sliding when the base-runner is clearly blocked, the infielder making the muff shall be charged with an error and the base-runner shall not be credited with a stolen base.

Clean Steal.—This is a base stolen without the catcher having attempted to throw out the runner.

Coaching.—This is the term applied to the method of aiding base-runners to steal bases, through verbal directions from the player appointed to stand back of first or third base to "coach" runners. It does not, however, include noisy demonstrations and personal remarks to opposing fielders.

Rule 58 states that: "A coacher may address words of assistance and direction to the base-runners or to the batsman.

He shall not, by words or signs, incite or try to incite the spectators to demonstrations, and shall not use language which will in any manner refer to or reflect upon a player of the opposite club, the umpire or the spectators. Not more than two coaches, who must be players in the uniform of the team at bat, shall be allowed to occupy the space between the players' and the coaches' lines, one near first and the other near third base, to coach base-runners. If there be more than the legal number of coaches or this rule be violated in any respect the umpire must order the illegal coacher or coaches to the bench, and if his order be not obeyed within one minute the umpire shall assess a fine of \$5.00 against each offending player, and upon a repetition of the offense the offending player or players shall be debarred from further participation in the game, and shall leave the playing field forthwith."

Overrunning Bases.—The base-runner in running to first base may overrun said base after touching it in passing without incurring liability to be out for being off said base, provided he return at once and retouch the base, after which he may be put out as at any other base. If, after overrunning first base, he attempts to run to second base, before returning to first base, he shall forfeit such exemption from liability to be put out. At all other bases the runner may be put out for overrunning the base.

Players Running Bases.—All base-runners run the risk of being put out when not standing on a base, except in the case of overrunning first base. Players running bases are obliged to return to the base they left when the ball is hit foul, and also when a fly catch is made. But the moment the catch is made, either from a fair or foul hit ball, they can leave the base they occupied and try to reach the next base safely, in which latter case they are to be credited with a stolen base. If, when running from base to base—except in the case of making a home run—they must keep as near to the line between the bases as they can, for if, in order to avoid being touched by the ball in the hands of a fielder, they run three feet beyond the line of the base they are out. This rule applies only in the case of trying to avoid a fielder with the ball in hand, not otherwise. The base-runner, running from home to first base, must invariably run within the lines of the base path until he touches the base, or otherwise he is out.

Sliding to Bases.—There are two ways of sliding to bases, viz., head first and feet foremost. The former method is almost obsolete.

Stolen Base.—Base stealing is an art in itself, and it requires head work by the runner all the time. He has not only to watch the "battery" players, especially the pitcher, but he must be on the alert to get a good start for a steal. If a pitcher is at all slow in his movements or uses too many motions in his delivery, the runner can get a start from him without much difficulty. If the runner steals a base by reaching it before he is put out, but afterwards is put out through overrunning the base, the failure to stop in time nullifies the steal.

Squeeze Play.—This is a peculiar point of play in the game. It is only attempted when a base-runner is on third, with none or one out. Then, too, it requires a brainy batsman to be facing the pitcher when the play is attempted, and also an expert runner at third base. The play is made as follows: As the pitcher moves to deliver the ball to the bat, the runner starts as if to steal home. The batsman then bunts, and if he succeeds, the runner has a good chance to reach home safely on the hit. But if he fails, the runner becomes an easy victim of the play.

Bases on Balls.—A base on balls is a "battery" error, though there are times when it becomes a point of play to give a skillful batsman his base on balls, but only rarely is this done.

Taking Bases on Balks.—All base-runners are entitled to advance one base on a balk. (See Rule 54, Sec. 3.)

Technical Terms Applicable to Umpiring

"Play Ball!"—This is the call of the umpire when he opens a contest or when starting play after a temporary suspension.

Time.—The umpire calls "Time" only when he suspends play for the time being, and the moment the call is made the ball ceases to be in play.

Inning.—An "inning" is the term at bat of the nine players representing a club in a game, and is completed when three of such players of a batting side have been put out.

No Game.—This term is applied to an interrupted game in which less than five innings have been played. The rule says: "No game" shall be declared by the umpire if he terminates play in accordance with Rule 22, Sec. 3, before five innings are completed by each team. Provided, however, that if the club second at bat shall have made more runs at the end of its fourth inning than the club first at bat has made in five completed innings of a game so terminated, the umpire shall award the game to the club having made the greater number of runs, and it shall count as a legal game in the championship record."

Suspension of Play.—The rule (74) governing the suspension of play in a game is as follows: "The umpire shall suspend play for the following causes:

"1. If rain fall so heavily as in the judgment of the umpire to prevent continuing the game, in which case he shall note the time of suspension, and should rain fall continuously for thirty minutes thereafter he shall terminate the game.

"2. In case of an accident which incapacitates him or a player from service in the field, or in order to remove from the grounds any player or spectator who has violated the rules, or in case of fire, panic or other extraordinary circumstances.

"3. In suspending play from any legal cause the umpire shall call 'Time'; when he calls 'Time,' play shall be suspended until he calls 'Play' again, and during the interim no player shall be put out, base be run or run be scored. 'Time' shall not be called by the umpire until the ball be held by the pitcher while standing in his position, except that this does not apply to Section 3, Rule 37, nor does it apply in case of fire, panic or storm."

Reversing Decisions.—No decision rendered by the umpire shall be reversed by him in which the question of an error of judgment is alone involved.

General Technical Terms

Amateurs.—An amateur base ball player is one who does not play ball for "money, place or emolument." All college club players rank as amateurs when subject to their college faculty rules, not otherwise. No player, however, who accepts money or its equivalent for his services can rank as an amateur ball player.

Artist.—Webster defines the word "artist" as applicable to a person who is "skilled in some art." Therefore, a skillful ball player is an artist in his peculiar line.

Battery.—This is a term applied to the pitcher and catcher of a team. It is the main attacking force of the little army of nine players in the field in a contest.

Base Lines.—These are the lines defining the location of the four bases on the diamond field.

Blanked.—A term used to indicate the retirement of a side in a game without their being able to score a single run.

Block Ball.—Rule 37, Sec. 1, says: "A block is a batted or thrown ball that is touched, stopped or handled by a person not engaged in the game.

"Sec. 2. Whenever a block occurs the umpire shall declare it, and base-runners may run the bases without liability to be put out until the ball has been returned to and held by the pitcher in his position.

"Sec. 3. If a person not engaged in the game should retain possession of a blocked ball, or throw or kick it beyond the reach of the fielders, the umpire should call 'Time' and require each base-runner to stop at the last base touched by him until the ball be returned to the pitcher in his position and the umpire shall have called 'Play.'"

Mound or Slab.—This is the term given the pitcher's position.

Captain of the Team.—Each nine in a contest is governed by a captain, who is supposed to have the entire control of the movements of every player of his team during a game, the captain placing his men in such positions as he deems best, and changing the pitchers as he thinks most advisable, etc. Of

course, the captain himself, as well as the players, are supposed to be governed by the club manager.

Fan.—This is a term applied to a patron of the game whose partisanship is so pronounced as to amount to fanaticism, hence the word fan.

Hit and Run.—This is a term applicable to a point of play in the game in which a combination of team work at the bat and brainy base running is brought into play with telling effect. John M. Ward thus described how it was practically exemplified in 1893 by Nash, Duffy and McCarthy, of the champion Boston team of that year:

“Say, for instance, that they have a man on first and nobody out. Under the old style of play a sacrifice would be the proper thing. Then the man on first would reach second while the batsman was put out. The Bostons, however, work this scheme: The man on first makes a bluff to steal second, but runs back to first. By this it becomes known whether the second baseman or the shortstop is going to cover second for the throw from the catcher. Then the batsman gets a signal from the man on first that he is going to steal on a certain pitched ball. The moment he starts for second the batsman just pushes the ball for the place occupied only a moment before by the infielder who has gone to cover second base. That is, if the second baseman covers the bag, the batter pushes the ball slowly to right field; if it is the shortstop, the ball is pushed to left field. Of course, it takes a skillful player to do this, but they have such hitters on the Boston nine. Now, when that ball is pushed to the outfield, the man who has already started to steal second just keeps right on to third, while the batsman is safe at first. Then the trick is tried over again, and in most cases successfully. The man on first makes another bluff to steal, and when the batsman learns who is to cover second base he pushes the ball out again, the man on third scoring, the man on first reaching third, and the batsman gaining first.”

Kicking.—This is a generic term, used in the case of players disputing decisions by the umpire. A kicker is a nuisance on a ball field, and a costly enemy to team work in the game.

The Nine.—This was a term applied to the players of each side engaged in a match game. It has been replaced by the term “team.”

One Old Cat.—In the early period of the decade of the '40s, when the old Knickerbocker Base Ball Club of New York used to play their practice matches at the Elysian Fields, Hoboken, N. J.—then a suburban resort of New Yorkers in the summer—the members used to meet on their ball field twice a week. They usually arrived in twos and threes, and as soon as they had a sufficient number of players present to toss up for sides, in a practice match, their game would begin; but prior to this they would bat “fungoes” to the outfielders, and the first to catch a ball on the fly would go in and take the bat. When more players arrived they would play “One Old Cat,” that is, one player would toss the ball to the catcher behind the batsman, and when the latter was put out the catcher would go in to bat, and the pitcher go behind to catch, the first baseman going in to pitch, and each player moving up nearer in his turn. But “One Old Cat” was simply a mere practice game, preliminary to beginning the regular base ball match.

“Play Ball.”—This is now one of the most familiar terms of the whole code of technical terms used in the game. It simply means that the players at once throw aside mere “playing ball for the fun of it,” and devote themselves to earnest work in the game.

Substitutes.—“Many years ago,” when the game “was young and charming,” substitute players were used in the game when members of the nine were unable to be punctual in attendance on match days. But when professional base ball came into vogue, this loose way of playing the game was done away with, and now a substitute player is only allowed to take part in a game under fixed rules.

Whitewash.—This is another term applied to the retirement of a nine in a game without their scoring a run. The term “Chicagoed” is also used for the same cause. The latter term arose from the fact of the Chicago team retiring the New York Mutuals in the early '70s by a score of 9 to 0, the first time it was ever done, since which the term “Chicagoed” has been used.

Base Ball Scoring Methods

Almost every scorer of base ball games has his own stenographical peculiarities of recording the details of base ball play. They are all, however, based on the old system devised for A. G. Spalding & Bros. more than half a century ago by Henry Chadwick, known as the "Father of Base Ball."

The novel feature of the Chadwick system consisted in the numbering of the players from 1 to 9, the pitcher being usually designated as 1, the catcher 2, first baseman 3, second baseman 4, shortstop 5, third baseman 6, left fielder 7, centerfield 8 and right fielder 9.

These numerals apply throughout the game to the POSITION; and where changes are made in the player, the fact, together with the exact moment of his substitution, should be made in the batting order.

In connection with the numbering of the players, the Chadwick plan included a system of lettering to designate acts that would require a written phrase to describe, thus:

H—Hit batsman.

BB—Bases on balls.

WP—Wild pitch.

FC—Fielder's choice.

E—Error.

LF—Out on foul fly.

K—Strike out.

LK—Out on foul strikes.

S—Stolen base.

P—Out on infield pop.

WT—Wild throw.

L—Foul.

T—Safe bunt.

Etc.

These abbreviations may be readily extended and improved by the ingenuity of the scorer. As with stenographic reporters, one reporter's score book is not always clear to another, each devising many unique signs or abbreviations.

In addition, the scorer must have adopted a code of batting signs by means of which he can record briefly the

nature, direction and effect of hits. To this day many scorers employ the signs introduced half a century ago and which are as follows:

In indicating base hits, use a cross \dagger for a one-base hit, a double cross \ddagger for a two-base hit, and a triple cross \equiv for a three-base hit; and to show where the ball was hit, we add a dot to the cross so as to indicate the part of the field the ball was batted to. Thus a hit to left field for one base is marked \dagger ; a hit to right field for two bases thus \ddagger ; a hit to center field for three bases thus \equiv . A ground ball to either position yielding two bases \ddagger \ddagger \ddagger .

The signs, more rarely used, for fielding movements are as given below:

A high thrown wide ball is indicated thus $\dot{\text{---}}$, the line being for the throw and the dot above for the high ball. The low thrown wide ball is similarly indicated, only the ball is placed *under* the line, thus $\text{---}\dot{\text{---}}$.

Occasionally scorers employ a combination of dots and lines to record hitting performances. In such instances the recorder relies on his memory, to some extent, for the more intimate details as to the nature of the drive. For example, under the dot-and-line plan:

A single to center would be noted down as !

A single to right .!

A single to left .!

A double to right :!

A triple to left ::!

A home run to center ::!

In other words, the number of dots indicates the number of bases, and the inclination of the dash shows the direction of the drive. This system is not as complete as could be desired, but is satisfactory for the average fan recording a game.

Still another plan for keeping track of the hits is the use of the square, to indicate a home run. One side of it indicates a single; two sides a double; three sides a triple and the complete square a homer. Thus:

Single	
Double	└┐
Triple	└┐┐
Home run	└┐┐┐

It can be used in connection with dots to be more specific as to direction, as:

Single to left	
Double to right	┐┐
Triple to center	┐┐┐
Homer to center	┐┐┐┐

Formerly fans were content to set down the "outs" and "runs" for each man up, leaving hits, errors and fielding details out of the record entirely. But to-day scoring is more common and fans like to keep their own records to compare them with the official box scores published the following day, to see wherein their own judgment coincided with or differed from that of the official scorer.

These real fans provide themselves with official score books, which contain carefully arranged spaces designed to aid the scorer in his recording of details.

This will be laid out after the following plan, preferably:

Batter	Pos	1	2	3	4	5	6	7	8	9	10	11	12	AB	R	B	P	O	A	E
Jones	R.F.																			
Brown	S.S.																			
Green	2B.																			

The central diamond in the above arrangement is usually reserved for recording the run, if one is scored. Many scorers merely blacken this square so that it stands out from the page and indicates prominently the most vital feature of the score. Other scorers use this square in which to record the final fate of the batsmen, whether it is an out at bat, a run scored, or left on base. For simple scoring, it is best to reserve it solely for recording runs.

Let us trace an example of stenographic scoring. Suppose, in the above batting order, that Jones starts out with a single to right; that Brown's bunt sacrifices him to second and that another single to center scores him. The score sheet would then appear as follows:

Batter	Pos	1	2
Jones	R.F.	◆!	
Brown	S.S.		613
Green	2B.		!

The usefulness of the numerals may readily be seen, as they embrace the entire play in themselves, as far as its nature and the persons involved are concerned.

In the above record it is presumed that the scorer has agreed on C as the symbol indicating a "bunt-sacrifice."

The record on the play, C 1-3, then reads to the mind of the scorer: "Brown bunted to the pitcher, who threw him out at first base, Jones advancing to second base." Thus three characters do the work of 17 words.

But, supposing the play had resulted differently. Let us presume that the pitcher had fumbled the bunt and that the runner had gained his base thereby. It would then be scored C, E-1.

This would indicate that the batsman had bunted with the intention of sacrificing, had advanced the runner as planned, but had gained first through an error of the pitcher, and that the batsman was therefore entitled to the credit of a sacrifice without being charged with a time at bat.

Had the bunt rolled clear of the pitcher's reach and been safe, a still new situation would arise. A new symbol would be required—that for a safe bunt, sometimes recorded T. In that case Brown would be charged with a time at bat and credited with a hit, with no charges against the fielding records of the defending team.

Other examples of the use of numerals might be mentioned, as—double play, short, second, first: 5-4-3. Out, third to first—6-3. Flied to center—F8, etc.

The simpler batting signs were used above for the reason that on first attempts at scoring it is inadvisable to attempt too much. In fact, the scorer will find arising constantly puzzling situations that will require more specific information as to scoring plays and the signs to designate them.

When the scorer has set down details of the batting, he must not forget that, if he is to keep a complete record, he must similarly set down the marks in the box score columns. Thus, in the Jones-Brown-Green example above, on the sheet score of the attacking team he would have to credit (use a dot, or a vertical mark for each) under the AB (at bat) columns both Jones and Green. Brown would

not receive one because his effort at the plate proved a sacrifice. Both Jones and Green would also receive one dot, under the H (hit) column for a single; while Jones would make it a clean sweep for this inning by adding one mark to his R (run) column.

On the other scoring page, that of the defending team, the scorer must credit the pitcher with an assist and the first baseman with an out, recording the manner in which the sacrifice man was retired.

At the close of each inning the scorer should record, at the bottom of the inning columns, the total hits and the total runs scored in that period, for the sake of keeping up the score by innings and the hits for ready reference.

All scoring systems are mere elaborations on the above plan. Certain managers of base ball teams, for the statistical purposes, keep very elaborate score in order to be able to analyze the work of their teams against certain opponents and various forms of pitching. The classification or tabulation of results from this system has yielded valuable information to observing leaders.

Signal Systems for a Base Ball

One of the points to which a base ball club manager must give early attention when preparing his club for a season's campaign is a system of signals whereby he may convey to his men on the field his choice of a play or strategic policy, to meet a situation that has developed along different lines than had been anticipated.

Signals, in the earlier days of base ball, were of the crudest sort, involving merely an understanding between the batter and the man in front and behind him in the batting order. Players were left very much to their own devices then, for the manager—then the captain—being himself an active participant in the contest, usually had his own hands and mind occupied with the duties of his position.

At the present time, however, when tactical shifts become frequent to meet the strategic moves of the opposing manager, it is imperative that players have a definite code of signs sufficiently apparent to themselves to avoid mistake and yet sufficiently camouflaged to prevent their penetration by the opposing side.

It may be pertinent to remark at this point that the fewer signals employed and the simpler, the better. Many major league managers, among them the astute Connie Mack of Philadelphia, still believe that signals should be limited to three or four. It is the prevailing view that smart players don't need them and boneheads won't grasp them; hence the fewer employed, the less chance of confusion at some critical stage of the game. On the other hand, one or two major league leaders have more or less complex codes.

Most clubs, however, seldom have more than half a dozen

signs, if we exclude battery signals, which may be included under defensive signs.

For offensive purposes it is absolutely necessary to have signals for the hit-and-run play, bunt, steal, squeeze, etc. These signals are usually of two kinds, the "flash" or sign signal, and word signals. Most up-to-date teams have both varieties, in order to meet all requirements; and, of course, they have change-off signals, in case there is reason to believe the enemy has discovered the key to the code being used.

The "flash" signals are most frequently employed by the batsman to signal a man on base. They are also employed by the manager on the bench when out of conversation range of the man whose attention he desires to attract. For example, with a runner on first, the batsman (perhaps himself instructed from the bench) wants to give the hit-and-run signal. According to the code agreed upon, this sign is given when the batsman touches his hand to the visor of his cap. But such a simple signal would be detected, after its first trial, by the eagle-eyed watchers on the enemy's bench, whose optics are riveted on both batsman and runner to note when a possible signal is given and when accepted—for a signal acknowledging or rejecting an order also must be arranged.

The cap-touching motion being too obvious, it becomes necessary to combine it with a "key" sign, which will tell the runner when the cap-touching is vital and when inconsequential. Any number of ways of guarding the sign are possible, the simplest being to join it with another act. For example, it might be agreed that the hit-and-run sign was operative only when the batsman's foot, as he stood at the plate, was pointed toward the pitcher.

The combination signal will serve to confuse the observers in the enemy trench, who, seeing the hit-and-run tried when the batsman's cap was touched, think that this is the real and complete sign. However, the next batter up, with

a man on, may touch his cap and the enemy play for a hit-and-run, when none is intended. Thus the opposed pitcher wastes a ball on a pitchout.

The same sort of signals may be devised for the other essential attacking plays—a hitch of the belt, a wiggle of the bat, any motion used in combination with a “key” sign, is sufficiently protected for ordinary purposes.

The beauty of this system is that there is only ONE signal for the entire team, manager and coaches included, for each play. In the old systems, where the batsman had an understanding with the man ahead of him, many signs are necessary, adding confusion.

Some managers order changes from day to day, using alternately the regular and the reserve systems, in order to confuse opponents, as well as to keep the change set of signals fresh in the minds of the players.

All of these signs are employed by the manager on the bench and by the coach, as well as by the players. However, these executives more frequently employ a word code which is just as simple as the “flash” system. This is merely the use of a single word, buried in a sentence or phrase, to indicate each play.

For example, it might be agreed that the word “*be*” meant hit-and-run. The manager on the bench could shout: “Make him *BE* good, Jack, make him *be* good!” Apparently a meaningless remark and sufficiently involved to confuse the signal-stealers as to the vital word, especially since the next time “*BE*” were used it would be in an entirely different expression, such as: “He ought to *be* easy for you, Bill.”

A similar word for each play could be agreed on, and a system almost certain to defy detection thus developed.

The coaching signals, both word and flash, may be similarly devised. They may be further protected by making them active or inoperative, dependent upon the position of the coacher in the box, or his posture at the time of making or shouting the sign.

Thus, if the coach signed the flash signal for the hit-and-run, when the batsman was in doubt, it might be agreed that he touch his cap, in the customary way, with the understanding that it would not be effective unless he were standing in that end of the coacher's box nearest the batter. Or it might be agreed that it would be effective only when he touched his cap while standing with his left hand on his hip. Or, to still further safeguard it, all three precautions might be taken.

The number of attacking signs or signals used is entirely up to the manager. But the mind of the base ball player would be better off for not burdening him with too many signals to be used under changing conditions. Somebody is sure to fall down. Wherever such signals are used, it is absolutely necessary that a sign acknowledging the acceptance of the signal be made. And right here caution is needed. It must be borne in mind that the efforts of the opposing team, including the bench warmers, is focused on the principal actors of the enemy, the batsmen and base-runners, in an effort to anticipate the attacking strategy. Any move that may be construed as a signal, whether interpreted rightly or not, has the effect of making the opposition more keenly alert. The accepting signal, therefore, ought to be camouflaged, as are the others, with a check sign.

When a set of signals is to be changed during the game, there should be no less than three separate notifications of this change, made to the players by the manager, the captain and the coach. Thus it is unlikely that any player will miss being notified. If he should, an unpleasant tangle of plans might arise at a critical moment.

Defensive signals are employed by the battery, of course, and in other ways by some clubs. The battery signals should be known to every member of the team, and to the infield players particularly. It is important for these players to know whether a fast or curve ball is to be

pitched; for the direction of the resulting drive, and its force as well, may to some extent be anticipated therefrom. Occasionally, when the pitch is apt to influence the direction of an outfield drive, it is important that the infielders signal the outfielder as to the nature of the play coming, in order to enable him to play in the best possible position to intercept the drive.

Battery signals almost invariably are given by the catcher from a squatting position, in which they may be protected from the view of opposing coaches. They are simple movements which anybody may devise, with additional meaningless motions to confuse the observer who may happen to be on second base, watching to catch the fast ball signal—the aim of all signal-getters. The pitcher, of course, if a veteran, may reject the signal unless ordered by the manager.

There is also a signal, sometimes given by the catcher, naming the player who is to cover second base with a man on base. The knowledge of this important fact gives the batter a big advantage. He knows that the next ball delivered will be of the sort that will make it most difficult to hit through the opening vacated by the base-coverer, and can "step into" the pitch and perhaps hammer the ball through the opening thus created, for a safe hit. The base covering signal, therefore, ought to be carefully protected and subject to occasional change.

Special signals are sometimes devised to meet special occasions. For example, the pitcher, the catcher and the shortstop or second baseman may devise a play to nip a man who takes a big lead off second base. After the signal is given, the players involved, without seeming to notice the base-runner, count four. Then the baseman darts to the bag and the pitcher wheels and throws to the bag. Signals of this sort may be made up on the spur of the moment, between innings, as they do not involve the entire team.

One of the fancied dangers of relying too greatly on signals comes when a team trades or sells a player to an enemy club in the same league. Of course he takes the entire signal list with him, when it becomes incumbent on the manager, coach and players to learn all over again. At least that would appear to be the safe plan. However, it is a well-known fact that ten days after a ball player has changed teams he forgets his old club's signs or confuses many of them so badly that it is unsafe to rely upon his tips regarding them.

A great deal has been written about signal-stealing, which is considered unsportsmanlike in some circles; yet it is part of the every-day efforts of all professional base ball teams. Most of the battery signals are obtained by the co-operation of the man in the coacher's box and the base-runner on second. Every move of the battery is watched and those players on the bench compare notes. The combined observation of all the alert minds on a club occasionally results in the discovery of the fast and curve ball signs.

Next to this, the most coveted sign for signal-stealing is the hit-and-run signal, which puts the attacking play at the mercy of the pitcher. He can hurl the ball out of reach of the batter, and the catcher easily can pick off the runner going to second. The discovery of this sign is of occasional occurrence and for that reason some managers make it a "run-and-hit" play. This means that there is no signal given, but the batter has standing instructions to hit whenever the base-runner decides to go down. With alert base ball players this is the preferable tactic.

As a general axiom commonly accepted by ALL managers, it may be asserted that "the fewer the signs, the better the ball club." However, this applies only up to certain limits. Certain signs are absolutely necessary to good base ball.

That they have been more freely used, in later years, is

evident from a statement made by Walter Maranville, with the Boston Braves the year the team won the championship of the world after being in last place on July 16 of that season. Following is a quotation from an interview at the time:

“Signals had a lot to do with our winning the championship. We had signals of our own, of course, and so far as I know they never were solved consistently. We were able to get the meaning of the signals of the other team in nearly every city of the league. In St. Louis we knew almost every move that the other fellow was going to make, and that helped a lot. Their signals were very easy. Other teams had harder signals, but we managed to get most of them, while the other side was doing the guessing.”

Equipment of a Base Ball Team

The base ball public has been educated to a discriminating taste in other niceties of the national game than mere playing excellence. It has learned to prefer respectability to rowdiness in the deportment of the players and of the occupants of the grandstand and bleachers; it has been educated to enjoy the game from up-to-date seating facilities and carefully cleaned chairs; and it has grown to appreciate the spick and span appearance of the players themselves, as to their uniforms and equipment. A major league club to-day could no more afford to send on the field men frowsily clad than it could permit them on the diamond intoxicated.

Few in the stands, however, stop to inquire as to the time, forethought and expense devoted to the wearing apparel and the implements used by the players in their daily work. Yet, as a matter of fact, these play an important part in pleasing the fan.

The principle of dressing up a base ball club presentably is the same that applies to the fitting up a store or serving food. For example: Two stores may handle the same class of goods; but one will outsell the other, merely because it has displayed its wares and outfitted its interior more attractively. Its salesmen, too, have much better success if nattily and stylishly dressed than if dowdily or carelessly garbed. The prospective purchaser is sub-consciously influenced by appearances in favor of the neater men and the neater establishment, though the price and quality of the goods may be identical.

Also, the same food, which is disgusting when shoved at one in "hash-house" style, might be rendered palatable if served on snowy linen, in tasteful dishes, with a garnishing of parsley on the plate. The dishes, linen and parsley do not help the food; but they create in the mind

of the diner a more favorable impression of what is about to be offered him.

So the attractively clad ball-player, whose uniform is always clean and neat to start the game, favorably prepossesses the onlooker, as compared with the carelessly outfitted star. Slovenly dress is apt to create an impression that slovenly work is to follow.

For that reason base ball clubs which are catering to a pay-as-you-enter public can not afford to have other than first-class equipment. A major league player's uniform and laundry bill to-day is a considerable item in the aggregate. But it is worth all that can be expended on it.

Clubs playing a heavy schedule throughout a long season need at least four uniforms, two for home use and two for trips abroad, the latter, of course, of darker or patterned goods, to distinguish them from the inevitable light uniforms used at home. Some teams get along with one road uniform; but where the trips require absences of more than one week, it is stretching the cleanliness feature to the last limit. A club can not be too circumspect in this matter and should see that, whatever its schedule conditions, enough equipment is provided to maintain the snappy and presentable appearance of the team.

No club should invest in the "just as good" brand of material, because, in the long run, it is not economy. The best pays, as a rule; and Spalding quality is invariably reliable.

The matter of club appearance should not be overlooked by any team—large or small, professional or amateur—if its games are to be viewed by any considerable number of persons. Especially should this apply to "town" teams. Civic pride, if no other motive, should induce the backers of such clubs to provide adequate equipment to make the "front" of the club a "hit" with the fans.

But the matter does not end with uniforms—it extends to the implements of the player. It has been said that a

workman may be judged by his tools—meaning their quality and the condition in which he keeps them. No good workman ever permits the implements with which he earns a living to deteriorate, knowing that his own efficiency depends upon theirs.

Major league players acquire tastes in gloves, bats, etc., that amount to superstition, almost. If they happen to have met with success with it, the first glove or bat they use remains, for them, the **ONLY** glove and the **ONLY** bat on the market. Some go to the extent of having gloves privately made and bats modeled according to their personal views. But this is apt to be mere fancy; for all sorts, shapes, sizes and weights of base ball tools may be had—ready made—tools that have been tested and not found wanting.

In the major leagues the boys are not a bit backward in ordering clubs, as the management foots the bills. One major league club's list one year, as turned in for only twelve players, included fifty-eight bats—an average of nearly five per man.

Weight and wood are matters of moment to some players. In this respect all should be guided by their own experience and convictions on the subject. Bats that suit one player by no means suit the next man. The Spalding line offers an unlimited range of selection.

It is well to have as great a variety, of the kind that each player fancies, as the club resources permit. Whether it be fancy or fact, a player's preference may psychologically affect his batting prowess, if he is balked in getting what he wants. He goes into the game **THINKING** he can't do as well with the other bat; hence he is mentally injuring his own effectiveness, right there. Spalding's will duplicate any model to order, and their factory carries numerous specifications of various models made up specially to suit the ideas of leading batters.

Shoes are an important item to the base ball star. They

must fit, but must be comfortable and strong. The player's preference in spikes can be left to himself; although, like almost every other article of base ball equipment, these have been standardized.

Many players have preferences in gloves and, once suited in this respect, dislike to "break in" a new one. For this reason they frequently cling too long to a patched and mended article when a new one is not only desirable but necessary. No manager should permit his men to use a glove that is not in perfect repair, no matter how reluctant he may be to surrender his time-worn relic. Players acquire a positive affection for some of the paraphernalia of the game which they have had with them for a long time and are frequently stubborn about giving it up. In the end they must retire the decrepit old friend for good, so they might as well break in the new one early as late.

Gloves, shoes and other equipment should all be given a certain amount of "breaking in" before being used in championship contests, not merely to render them more pliable but chiefly to familiarize the player, so that he will not even THINK of the fact that he has on a different or new glove.

However, if the glove is of high grade, very little "breaking in" will be necessary, and the player who blames a misplay on a new tool is usually seeking an alibi.

That managers are not indifferent to the appearance and the precise equipment of their base ball teams may be gleaned from the following remarks of one who has been in the game many years:

"I have always found that it pays to get the best equipment that can be bought. The implements used by the players I leave to their individual preferences, as to gloves and bats. I never attempt to suggest, unless I think a player has not had experience enough to make a proper choice, suitable to his special abilities. The principal idea

in developing a winning team is to satisfy the player in every way possible—then he delivers his best.

“It has been my experience that the ‘cockiness’ of a club is materially aided by the consciousness of its members that they present an attractive appearance on the field; so I never haggle over incidentals, if they please the player. Dress a man up well and you may be certain that he will FEEL many per cent better and play accordingly. Nothing contributes more to slovenly work and feelings than the consciousness of being ill-clad, or equipped worse than your opponent. A player always feels an interest in his club proportionate to the interest his management takes in him.”

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SPECIFICATIONS of Models furnished in the No. 200 line of bats listed above.

Model	Length	Weight	Model	Length	Weight	Model	Length	Weight
200	34 in.	37 to 45 oz.	204	33 in.	36 to 43 oz.	208	34 in.	37 to 44 oz.
201	32 in.	38 to 45 oz.	205	32 in.	39 to 46 oz.	209	33 in.	36 to 43 oz.
202	34 in.	38 to 45 oz.	206	33 in.	36 to 44 oz.	210	33 in.	39 to 46 oz.
203	34 in.	38 to 45 oz.	207	33 in.	35 to 42 oz.	211	34 in.	38 to 45 oz.

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Sufficient wood to give splendid driving power.
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N1	31 in.	32 to 39 oz.	N5	34 in.	36 to 44 oz.	N9	35 in.	38 to 45 oz.
N2	33 in.	33 to 43 oz.	N6	34 in.	36 to 44 oz.	N10	34 in.	36 to 44 oz.
N3	33 in.	35 to 44 oz.	N7	34 in.	38 to 45 oz.	N11	32 in.	40 to 44 oz.
N4	33 in.	32 to 40 oz.	N8	32 in.	37 to 43 oz.	N12	35 in.	40 to 47 oz.



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No. BXP. "World Series." Finest selected brown calfskin; leather lac-

ing; strap-and-buckle fastening. Leather strap support at thumb. King Patent Padding

No. BXS. "League Special." Selected brown calfskin, bound with brown leather. Leather laced, except heel; leather strap support at thumb; strap-and-buckle fastening.

No. BXB. "Well Broke." Brown horse hide, bound with black leather. Leather laced, except thumb and heel. Strap-and-buckle adjustment at thumb.

No. CD. "Red Oak." Oak colored leather with leather binding. Leather laced, except at thumb and heel, leather strap support at thumb. Strap-and-buckle fastening.

No. CX. "Semi-Pro." Face of specially tanned smoke color leather, back of firm tanned brown leather, laced, except at heel. Strap-and-buckle fastening.

No. CXS. "Amateur." Special oak colored leather. Correctly padded; laced, except at heel. Strap-and-buckle fastening.

No. DX. "Double Play." Oak tanned leather; laced all around, except at heel. Strap-and-buckle fastening. Nicely padded.

No. EX. "League Junior." Black leather face. Laced, except at heel; padded. Strap-and-button fastening.

All Styles Made in Rights and Lefts

When Ordering for Left Handed Players Specify "Full Right"

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No. BBH. "Honor." All horsehide, special buck tanning, including full lining, making this really the most durable and "wearable" fielders' glove ever put out. Leather welted seams, Laced at heel.

No. BB1. "World Series." Finest quality buckskin. Most carefully constructed, being of good width and length, but not clumsy. Leather lined. Welted seams. King Patent Felt Padding.

No. PXL. "Professional." Finest buckskin obtainable. Heavily padded around edges and little finger. Extra long to protect the wrist. Leather lined. Welted seams. In regular and "Cadet" fingers.



No.
BBH

No. XWL. "League Special." Specially tanned calfskin. Extra long to protect wrist. Leather lined. Welted seams.

No. 2W. "Minor League." Smoked horsehide. Professional model; leather lined; laced at wrist; welted seams

No. 3X. "Semi-Pro." Gray buck tanned leather. A very large model. Correctly padded; welted seams. Leather lined.

No. XL. "Club Special." Special white tanned leather; laced at wrist to adjust padding; welted seams; leather lined.

No. 4X. "Association." Brown leather, specially treated. Laced at wrist. Welted seams; leather lined.

No. MO. "Ours." Made of selected oak tanned leather, leather lined.

No. XS. "Practice." Good quality pearl tanned leather; well finished; welted seams; leather lined.

No. 15. "Regulation." Men's size. Brown tanned leather, padded; welted seams; leather lined.

No. 15R. "Regulation." Men's size. Black tanned leather, laced at wrist for padding adjustment; leather lined.

No. 15W. "Mascot." Men's size. Oak colored leather; leather lined.

No. 13. "Interscholastic." Youths' size. Oak tanned brown leather, welted seams; palm leather lined.

No. 17. "Youths'." Good size; special brown tanned leather; nicely padded; palm leather lined.

An extra piece of felt padding is enclosed with each King Patent Glove.

All of above gloves are made with Diverted Seam (Pat. March 10, 1908), and have web of leather between thumb and first finger which can be cut out if not required.

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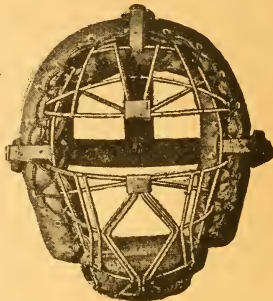
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No. 12-CL. "Double Diamond." Has special truss supported frame besides double wiring at point where greatest strength is needed. Padding of new design. Diamond shaped opening in front of mouth.

No. 10-0W. "World Series." Special electric welded, "Open Vision," black finish frame, including wire ear guards and circular opening in front. Weight is as light as consistent with absolute safety; padding made to conform to the face with comfort.

No. 4-0. "Sun Protecting." Patent leather sunshade, protects eyes without obstructing view. "Open Vision," electric welded frame of finest steel wire, heavy black finish. Diamond shaped opening in front. Fitted with soft chin-pad; improved design hair-filled pads, including forehead pad, and special elastic head-band.



No. 12-CL

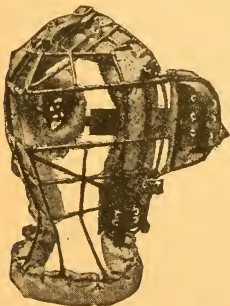
No. O-P. "Semi-Pro" League. "Open Vision," electric welded best black annealed steel wire frame Convenient opening in front of mouth.

"Regulation League" Masks

No. O-X. Men's size. "Open Vision," electric welded frame, finished in black. Leather covered pads.

No. OXB. Youths' "Open Vision," electric welded frame, black finish.

No. A. Men's. Electric welded black enameled frame. Leather covered pads.



No. UO

No. B. Youths'. Electric welded black enameled frame, similar in quality throughout to No. A, but smaller in size.

No. X. Electric welded black enameled frame. Canvas covered pads

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No. UO. "Super-Protected." Wires in this mask support each other and are arranged according to an entirely new principle of mask construction. Eye opening is straight across with "Diamond" point wired protection. Fitted with extra padded chin protection and folding padded ear pieces.

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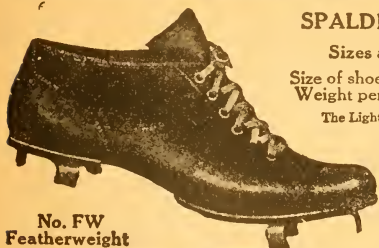
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Size of shoes	5	6	7	8	9
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No. FW. "World Series."

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Shoes. Solid box toe and outside padded tongue. Uppers of selected leather, white oak

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No. 4P. Padded style, not inflated. Similar to No. 5P, but closed at sides instead of laced.

No. XP. Padded style, not inflated. Brown canvas covered.

No. YP. Youths'. Ribbed and padded style, not inflated. Brown canvas covered.

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